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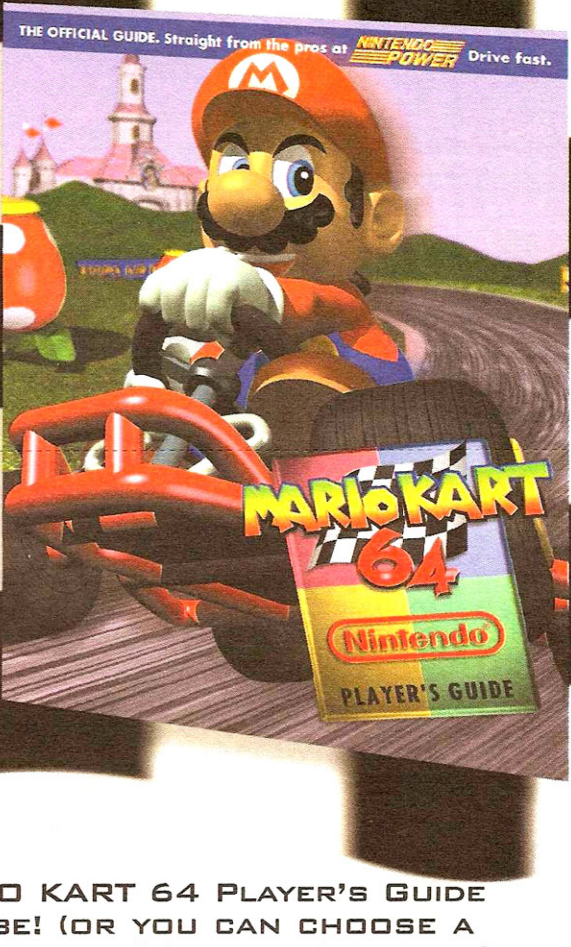
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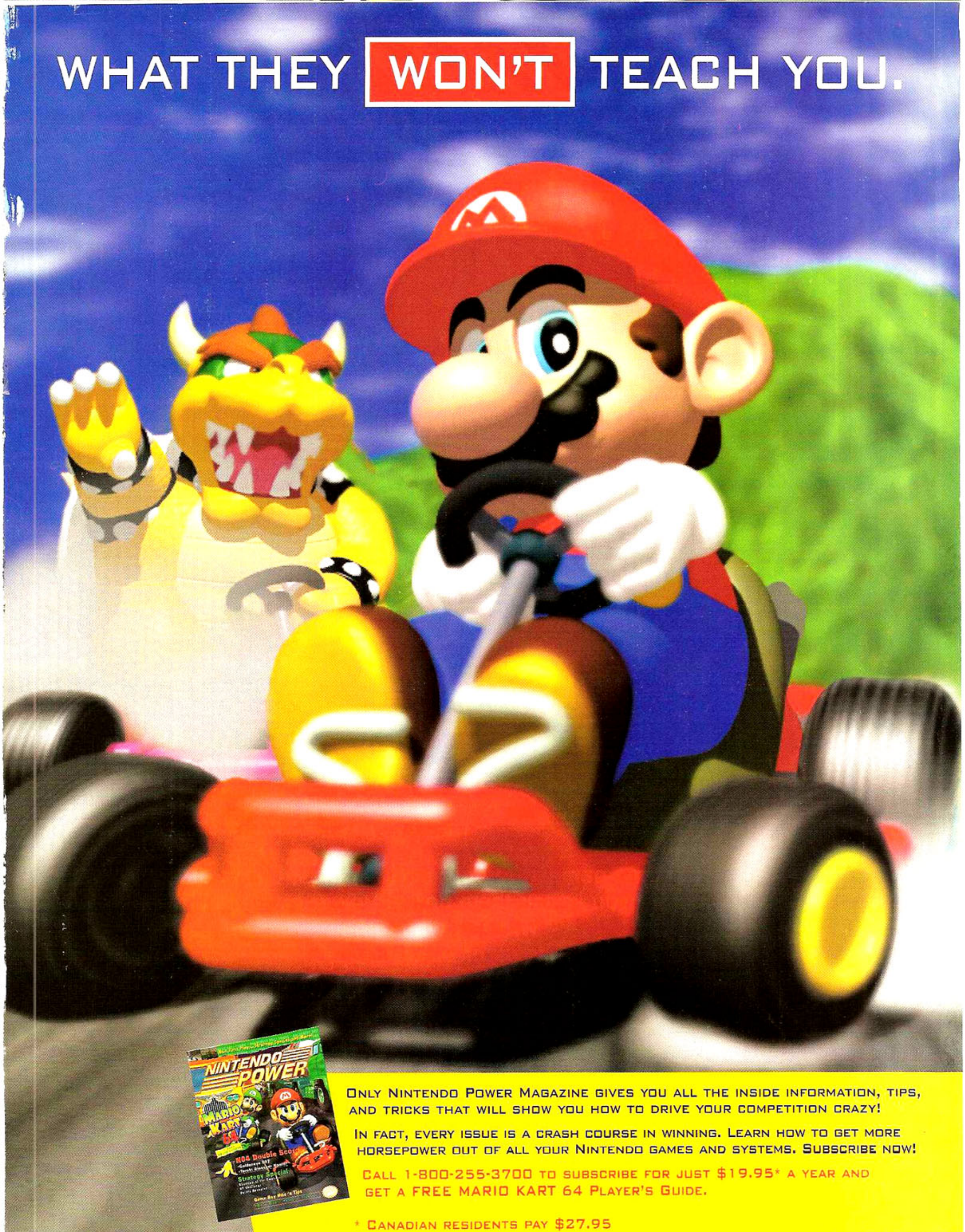
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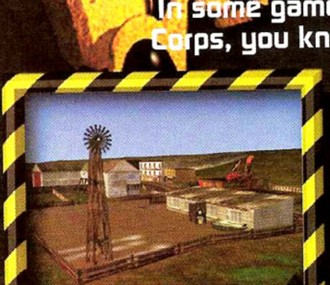

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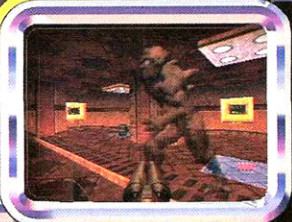
Doom 64



Strap on your chain guns and get ready for mayhem, marines! We're loaded for bear with full maps and in-depth strategies for the first 10 stages of the best Doom of all.

p. 22

Turok: Complete Maps

This month, we have exclusive, complete maps plus all the tips and tricks you'll need to keep from becoming dino chow. A dinosaur is bad enough, but a dinosaur with lasers? Get out!

p. 34

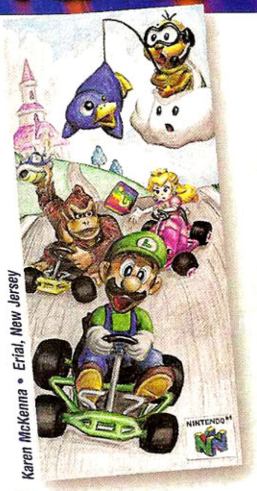
Clay Fighter 63⅓ Preview!

Power editors dive into the muck at Interplay and fish out an ooey, gooey interview with producer Jeremy Airey. Find out what all the booger is about!

p. 18

PLAYER'S PULSE

It's springtime, and you know what that means—time to celebrate the season with generous servings of deli meats and cheeses! What's your favorite cheese? Could it be gouda, by chance? If it is, tell us about your favorite gouda gaming experience. Pronto!



Karen McKenna • Erial, New Jersey

Boxers or Briefs?

I've played Nintendo for about as long as it's been in America, and we're now blessed with the N64, bringing us Mario with virtually limitless control. Yet under a pile of dust, we see the old NES. It is my favorite system. Don't get me wrong—Super Mario 64 has endless possibilities and Super NES's Final Fantasy III has the most intriguing story of any game I have ever known, but nothing can compare to the creativity of the NES. NES designers didn't have the 3-D play control or CD sound, so they needed a plot so thick that players couldn't escape. My advice to all of you is this: dust off your old system and relive your childhood. For the price of an N64 game you could buy an NES with one controller and at least two games.

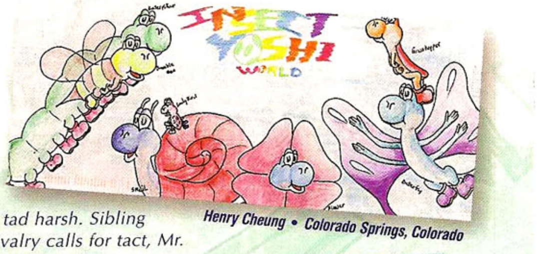
Jeff Gustafson
Via the Internet

That's a very good idea! Did you also know that for the price of a real Lamborghini you could buy about 800 copies of Lamborghini 64? You'd save big bucks on gas and parking, too! No, really! Do the math! Oh, by the way, did we mention the phrase, "April Fool?"

Get These Spiders off of Me!

I'm a long-time reader of your magazine, but this is my first time writing you. I know many readers have asked this already, but I'll ask it anyway: Why am I not in Super Mario 64? My brother, whom I'll refer to as "Mario," told me to meet him at the castle, and when I got there, he was nowhere in sight. I'm sick of him hogging the spotlight. We're supposed to be a team, not unlike the Wright Brothers, the Marx Brothers, or Emilio Estevez and Charlie Sheen. So why does Mario get all the glory? Oh sure, I'm in Mario Kart 64, but all the characters got their mugs to that game! Should I confront "Mario?"

"Luigi" (not my real name)
Via Inter-office Mail

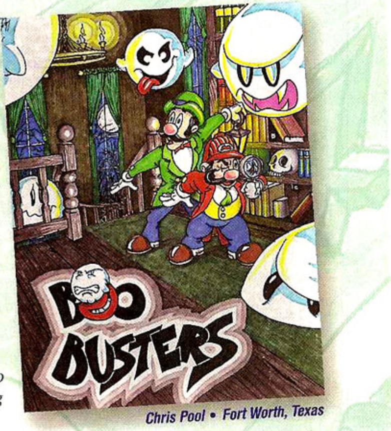


Henry Cheung • Colorado Springs, Colorado

We are quite sorry for your unfortunate familial strain,but good manners dictate a brotherly confrontation to be a tad harsh. Sibling rivalry calls for tact, Mr. Luigi-Not-My-Real-Name, so lightly dance about this matter with the gossamer steps of a ballerina. We prescribe you, gentle reader, to have a civilized discussion with "Mario," saving any embitterment or anger for the Mario Kart race track. As the young ones are inclined to say, "Put the pedal onto the metal, allowing oneself to garnish the roadways with burning rubber."

PILOTWINGS 64

Amber Kelso • Fayetteville, Tennessee



Chris Pool • Fort Worth, Texas

Don't Cry for Me, Argentina

I'm involved in this Killer Instinct fighting competition, and I'm pretty good, but my competitors always make fun of my physique. In the locker room they heckle, "Hey, scrawny!" or "Hey, bony!" or "Hey, scrawny-bony!" Sometimes they say, "Hey, skeleton-boy! Why don't you go back to modeling for second period biology lab!" Anyway my question is, if I'm invited to a dinner party, how long do I have to R.S.V.P.?

Spinal
Via the Skeleport

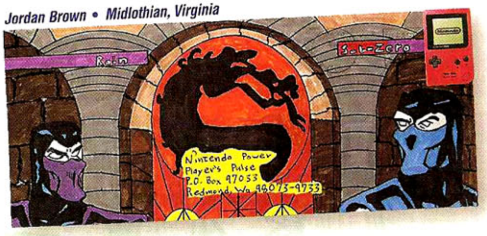
R.S.V.P. A.S.A.P., O.K.? And as far as your physique goes, you might want to look into getting muscle implants like our writing staff has gotten. This way, we appear to be in shape, when in reality we're actually undernourished, out-of-shape weaklings who... don't need...excercise... growing weak...getting tired...must stay awake... need help...can't feel legs... why me talk like caveman?

You Got Your Chocolate in My Peanut Butter

What is with the continual printing of the letters that say things such as, "I don't like this so stop covering it," or "Why do you spend so much time hyping the Nintendo 64?" I personally don't care for the Super NES that much, but I would be upset if you

Background Art: Chris Turnham • Camas, Washington

Jordan Brown • Midlothian, Virginia



stopped printing maps and codes for it, because friends of mine own the system. My point is that I don't feel those complaints are legitimate grievances, and I think you should stop printing letters like that. Letters with "put more...in" or "Where did the comics go?" seem fine to me, but it really burns me up when someone says, "I don't have/like the system so stop printing stuff about it." Your magazine is just fine, but Player's Pulse is just getting too darn negative.

Shaun Fogarty
Via America Online

You're right, David Hasselhoff is a big international superstar. But changing the name of the N64 to the Hasselhoff 64? Actually it does have a nice ring to it. If only all these answers weren't April Fools' jokes.

Don't Touch My Bikini

As much as I love Easter, I feel the tradition of hiding Easter eggs must end. Not only are hard-boiled eggs high in cholesterol, but they also tend to stink up your backyard if you don't find them. So parents, why not buy your kids new Nintendo Game Paks and hide them around your yard instead? No cholesterol, they don't stink, and they're just as yummy on salads, too. Well, okay, two out of three ain't bad.

The Easter Bunny
Easter Island

Two out of three ain't bad??? For your information, our Game Paks will NOT stink up your backyard! Oh, and please write back with your Nintendo salad recipe. Y'know a little ranch dressing really makes a piece of plastic quite tasty.

Jazzercise Class Has Been Rescheduled for Tuesday

It is quite apparent what an active and important role marketing plays in the video game industry. I have to wonder what you are thinking when marketing the N64 to elementary school gamers. You risk alienating gamers 15 and up. You should target older gamers, because you'll also target younger ones, since the younger audience's perception of "coolness" often depends on what the older, teenage audience thinks is cool.

Austin Hunt
Mandeville, LA

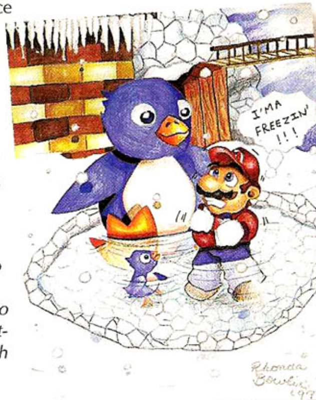
Your suggestion inspired us to target more teens with our marketing, so tune in to a very special episode of "Friends" this week to see Rachel and Ross settle their lover's spat with a couple of rounds of Mortal Kombat. Meanwhile, dim-witted Joey forgets how to tie his shoes and is sent to the hospital after mistaking his N64 for a breakfast burrito.

Sassy Boy of the Month

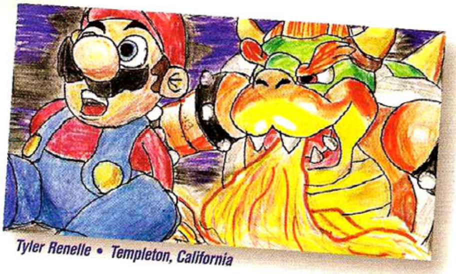
I have been a subscriber for over two and a half years now, and I really enjoy your magazine. As soon as it arrives, I always flip to Player's Pulse so I can look at the cool envelope art. You must have many to choose from! How many do you receive each month? What do you look for when choosing them for publication?

Kristy LaPorte
Ontario, Canada

We're no accountants, but we guess we receive anywhere from about twelve letters to 28 hundred-thousand (give or take a letter or two). As far as selecting envelope art, we judge them based on poise, personality, impromptu speaking, community service, and of course, the infamous swimsuit competition.



Rhonda Bowlin • Dalzell, South Carolina



Tyler Renelle • Templeton, California

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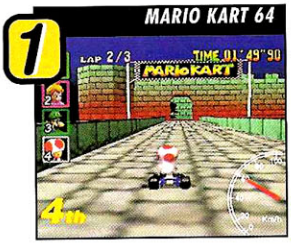
POWER CHARTS

What a race! After half a year on top of the N64 Power Charts, Super Mario has finally been overtaken by...well, none other than Mario. No, not Mario Andretti, but another demon on wheels—Mario and his racing pals from Mario Kart 64. Can they keep their speed, or will they run out of gas? It's up to you, so keep on votin'!

NINTENDO 64 TOP 10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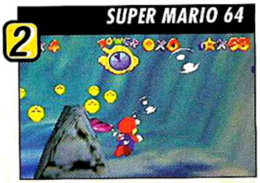
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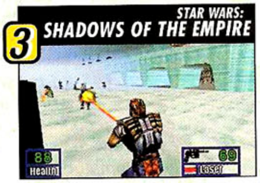
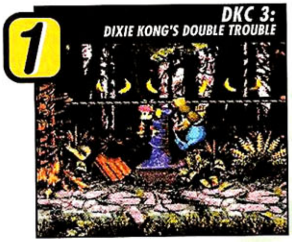
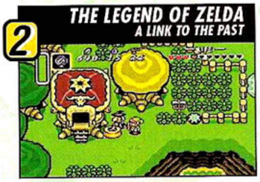

STAR WARS: SHADOWS OF THE EMPIRE

It was a close race, but Mario Kart 64 zoomed by Super Mario 64 to take the pole position on top of the Power Charts. Meanwhile, Dash Rendar is spinning his wheels in third place.

GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1 MARIO KART 64	NINTENDO	3	4
2 SUPER MARIO 64	NINTENDO	1	7
3 STAR WARS: SHADOWS OF THE EMPIRE	NINTENDO	2	7
4 WAVE RACE 64	NINTENDO	4	7
5 CRUIS'N USA	NINTENDO	5	4
6 KILLER INSTINCT GOLD	NINTENDO	6	5
7 WAYNE GRETZKY'S 3-D HOCKEY	MIDWAY	8	7
8 TUROK: DINOSAUR HUNTER	ACCLAIM	10	7
9 PILOTWINGS 64	NINTENDO	7	7
10 MORTAL KOMBAT TRILOGY	MIDWAY	9	3

SUPER NES TOP 10


DKC 3: DIXIE KONG'S DOUBLE TROUBLE

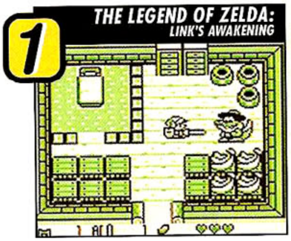

THE LEGEND OF ZELDA A LINK TO THE PAST

SUPER MARIO RPG

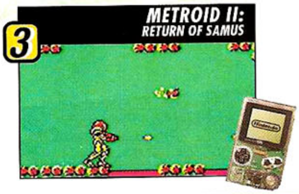
Kong is King! The Donkey Kong trilogy continues to dominate the Super NES Power Charts. Mario Kart is chugging along, though, riding the trail blazed by the chart-topping Mario Kart 64.

GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1 DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE	NINTENDO	1	6
2 THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	2	62
3 SUPER MARIO RPG	NINTENDO	3	12
4 SUPER MARIO KART	NINTENDO	7	48
5 FINAL FANTASY III	SQUARE	8	28
6 CHRONO TRIGGER	SQUARE	6	21
7 DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	NINTENDO	5	18
8 TETRIS ATTACK	NINTENDO	4	9
9 SUPER METROID	NINTENDO	--	36
10 DONKEY KONG COUNTRY	NINTENDO	9	30

GAME BOY TOP 5


THE LEGEND OF ZELDA: LINK'S AWAKENING

DONKEY KONG LAND 2


METROID II: RETURN OF SAMUS

After falling off the Power Charts last month, Metroid II: Return of Samus returns with a strong third place showing. It's no match for Link, however, who's making a legendary stay in the Game Boy top 5.

GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1 THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	48
2 DONKEY KONG LAND 2	NINTENDO	3	8
3 METROID II: RETURN OF SAMUS	NINTENDO	--	64
4 TETRIS	NINTENDO	5	53
5 DONKEY KONG LAND	NINTENDO	2	27

MOST WANTED

1. 64 DD (N64)
2. MARIO KART 64 (N64)
3. LEGEND OF ZELDA 64 (N64)
4. NINTENDO 64
5. X-BAND MODEM (SUPER NES)
6. SUPER MARIO 64 (N64)
7. GAME BOY POCKET
8. STAR WARS: SHADOWS OF THE EMPIRE (N64)
9. YOSHI'S ISLAND 64 (N64)
10. DRAGON QUEST VI (SUPER FAMICOM)

LETTERS, CONTINUED...

Okay, enough with the April Fools' jokes. From here on out, everything is for real. We now return you to our regular magazine already in progress...

Name That Tune

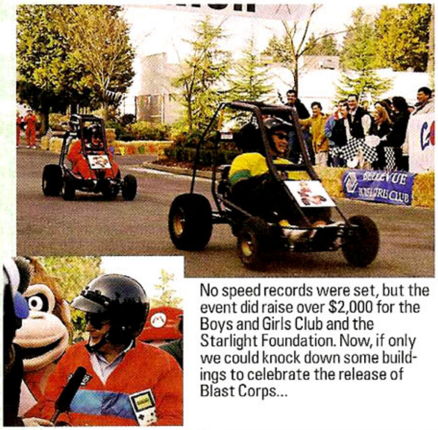
I received a video about the Nintendo 64 system and have watched it several times. On the video there's some really cool music, like at the start when they get out of the car and also during the Super Mario 64 demo. Is this music available on CD? If it is, could you tell me where I could find it?

Cameron Spencer
Houston, TX

You can get both songs from Metropolitan Records on a CD called "Assembly Line" by Modern Industry. We checked it out and Metropolitan Records will offer it to Nintendo Power readers at a special price if you call 1-800-685-6976. You'll also want to visit their web site at http://www.metropolitanrecords.com.

Kings of the Road

To celebrate the launch of Mario Kart 64, Nintendo of America held its own race, with NOA President, Minoru Arakawa and NOA Chairman, Howard Lincoln racing real go-carts for charity at a makeshift race track in NOA's parking lot. The five-lap Mario Kart Invitational was tame, but switched to Battle Mode when Team Donkey Kong's Howard started playing bumper cars with Team Mario's Mr. Arakawa. Howard took the lead from there, power sliding across the finish line.



No speed records were set, but the event did raise over $2,000 for the Boys and Girls Club and the Starlight Foundation. Now, if only we could knock down some buildings to celebrate the release of Blast Corps...

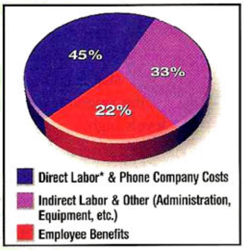
Consumer Service Department Announcement:

900 Line Rate Increase Effective April 1st

Beginning April 1st, rates for Nintendo's live game counseling service will increase to $1.50 per minute ($2.00/min. in Canada) when using the 900 number. To better explain the reason for the increase, we had NOA's Consumer Service Department Director, Rob Thompson, answer some common questions about the higher rate.

Q: *Why are you raising the rate?*
A: Our goal has always been to charge only what's necessary to cover the costs of operating the live service. However, since starting the service in March '95, costs have escalated much higher than expected, so we've actually been spending significantly more money than the 900 number has taken in.

Q: *But, certainly you don't pay your counselors $1.50 per minute!*
A: Of course not, but you'd be surprised at the various expenses involved in running a live game counseling service. The chart shows where the money goes.



***Not all direct labor is time spent talking on the phones. Only about 2/3 of direct labor is actual talk time, the rest includes between-call tasks like logging call data into the computers and training the counselors on new games.**

Q: *How do your services compare to the competition?*
A: First off, unlike our competitors, our automated game info service, the Power Line, is just a long-distance call. Sega's and Sony's automated services, on the other hand, are 900 numbers. They then use those profits to subsidize their live services, while we still don't charge or profit from the Power Line. The Power Line receives around 50,000 calls a week, and since it's more popular with our customers, we strive to maintain the service with minimal cost. So, if you prefer to listen to prerecorded game tips and info, you'll only be charged for a long-distance call by your phone company. Secondly, our new rates are comparable to those of other live game counseling services (Sega charges $1.50/min and Sony $1.15/min). More importantly, we offer the highest quality service and cover, by far, the most games—over 1,500 for all Nintendo systems.

Q: *Besides the Power Line, what other less expensive options do you offer for gaming help?*
A: Of course Nintendo Power magazine, Player's Guides, and our ever-expanding web site are great ways to get dependable info straight from the pros at Nintendo.

WRITE AWAY RIGHT AWAY!

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BLAST CORPS™

After months of testing and tweaking, Blast Corps is being unleashed on the gaming public. The extra development time paid off in improved control and a more balanced learning curve. Reviews of earlier versions of the game called it "interesting" and "unique," but some critics wondered if the final game would be fun. We can finally answer that question with a hearty, "Yes!"

EXPLOSIVE FUN & GAMES

Mix one part action game with one part puzzler, toss in a dash of simulation and bake in a development lab for a year or two. Serve it all up on a bed of crisp, 3-D graphics and you might come close to the recipe for Blast Corps. While we still can't slot Blast Corps into any one game category, we can say that it has finally struck a fine balance between challenge and playability, alternately teasing and rewarding players just enough to keep them coming back for more. The game's early stages focus on using various high-tech demolition vehicles to clear a safe cross-country path for a runaway nuclear missile transport. While knocking down and blowing up buildings can be a lot of fun, it could get old pretty quickly, so later stages add various physical and mental puzzles to the ongoing mayhem to keep challenge and interest levels high.

DANGER ZONE!

Pre-stage cinema scenes outline the job ahead and give you clues on what to do.

The runaway transport rolls slowly on, bringing nuclear disaster with it.

If the transport touches anything, the impact will set off a nuclear explosion!

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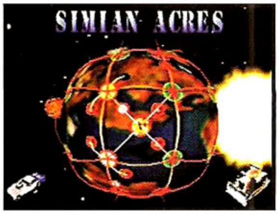
DEMOLISHING FOR DOLLARS

The partial map below shows just the first few of the more than 50 stages. The Demolition stages, in which you must clear a path for the transport, will be your main focus. The Training and Bonus stages (marked by the smaller circles) will allow you to try new vehicles and tactics. Completing certain stages will open up one or more new stages on the World Map screen, and available stages may be completed in any order. You'll receive money and rank points for each stage completed, but to earn maximum points, you must fulfill other tasks, like finding the scientists that can disarm the transport's deadly cargo.



Access the various stages on the World Map screen. If the crisis on Earth is averted, you'll be sent to other planets!

IMIAN ACRES
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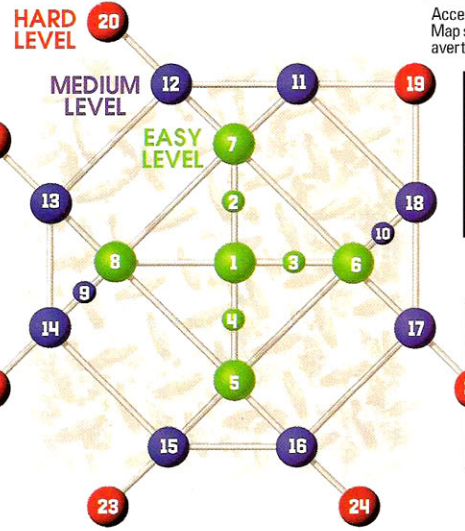
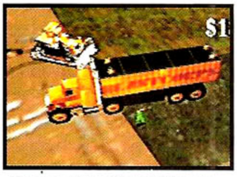
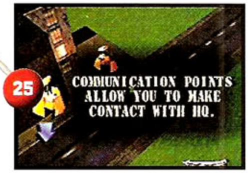
The early stages focus on demolishing things, but later stages will require a lot of creative thinking.

Medals and rank points are awarded for completing tasks. Collect rank points to earn promotions in the corps.





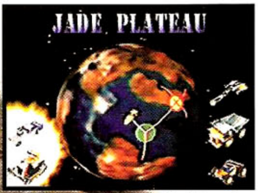
Clear a path to this semi in each Demolition stage. The stage will end when the transport reaches it.



COMMUNICATION POINTS ALLOW YOU TO MAKE CONTACT WITH HQ.

Secondary tasks include finding Communication Points, survivors, scientists and more.

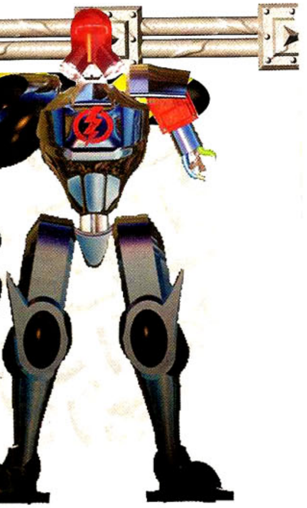
THE CORE OF THE CORPS



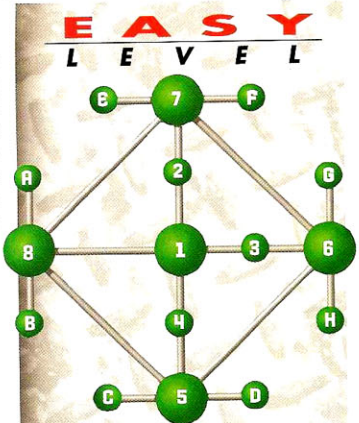
You'll have to decide which vehicles and items will suit the task at hand.

The Blast Corps vehicles range from the mundane (the Backlash dump truck) to the flashy (the missile-equipped Ballista cycle) to the downright bizarre (the one-armed Thunderfist robot). As you progress through the game, you'll have to complete ever more complex tasks using the vehicles and items you find in the stages. For example, in one stage, you'll have to first use the Ramdozer bulldozer to push explosives onto a platform then take control of a crane and drop the explosives onto a bridge. It won't all be just running into things!

GET READY TO RUMBLE!



The map below shows the sixteen stages on the Easy level. We'll explore the Demolition stages (numbered 1, 5, 6, 7 and 8) on the following pages, but first, we'll take a quick peek at the Training and Bonus stages. Stages 2 through 4 are the Training stages on this level, and you'll be required to pass a "driver's test" with one of your vehicles before you can move on to the Demolition stage that features that vehicle. All the Demolition and Training stages must be completed to open up the entire Medium level. The Bonus stages, identified by the letters A through H, aren't necessary to fulfilling your primary mission, but they do go beyond the training exercise to offer interesting challenges, such as completing time trials around unusual race courses or racking up a certain amount of damage within a time limit. In addition, you often have your choice of vehicles in the Bonus stages, and the rank points you earn do count toward your promotions.



BONUS STAGES

Complete four laps on a country road in under 3:30 (3 minutes and 30 seconds). Blast the buildings near the bridges for a sneaky shortcut.

The challenge here is to rack up one million dollars worth of damage in under 2:30. The Ramdozer is your best choice for causing chaos.

Complete four laps in under 1:00 to conquer this stage. While the Backlash dump truck is slow, it won't spin out in the sharp turns.

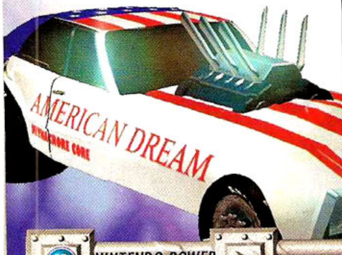
Use the Ramdozer bulldozer to push explosives around this odd-looking stage. You must destroy all six towers in under 2:00.

The Skyfall dune buggy has a good chance of completing four laps around this urban track in under 1:15. Press the L or R Button for a timed turbo boost!

The missile-equipped Ballista cycle is your best bet here. Destroy all six gas tanks in under 1:00 to walk away with a medal and a few rank points.

Almost any vehicle will be able to navigate around this construction site with ease. Completing four laps in under 1:12 shouldn't be much trouble.

Use the Ramdozer to find 85 Radiation Dispersal Units (RDUs, the lights that flash as you go by) in under 1:20. This is much tougher than it sounds!



TRAINING STAGES

As you progress through the game, more vehicles will become available. The Training stages will allow you to master your new machines without risking a nuclear holocaust. You may find a vehicle in a Demolition stage before you come across its Training stage, but that vehicle will not be required to finish that stage. If you can't succeed in the Training stages, you definitely won't survive in the Demolition stages!

2 SIDESWIPE

The unusual Sideswipe vehicle is armed with side-mounted battering rams. Collect the battery packs to power the rams and destroy all the buildings in under 1:00.

3 J-BOMB

The giant J-Bomb robot has the ability to stomp on buildings from the air. The object here is to demolish all the buildings in the stage in under 5:00. No problemo!

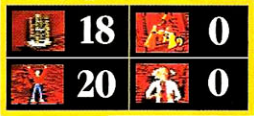
4 BACKLASH

The Backlash dump truck may be the most finicky vehicle in the whole game. Use the truck's sliding ability to sideswipe all the buildings in the stage in under 6:00.

1

SIMIAN ACRES

As with all the Demolition stages, you'll probably have just enough time to clear a path through Simian Acres before the carrier comes to town. To complete the secondary tasks, you can always reenter the stage later. The secondary tasks include destroying all buildings, rescuing survivors (demolishing buildings to release them) and finding any RDUs, Communication Points and scientists. The chart above shows the number of buildings, survivors, Communication Points and scientists in Simian Acres. Good hunting!



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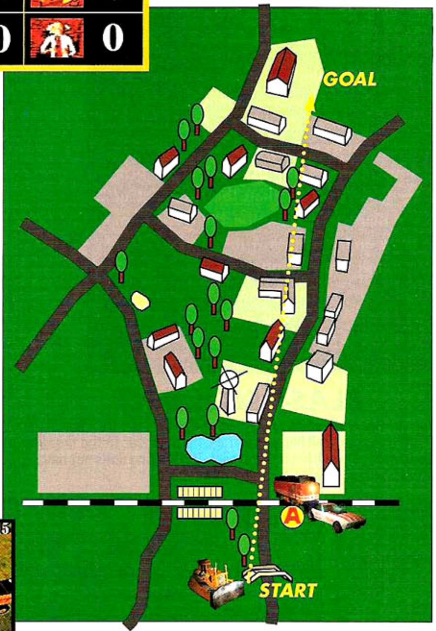
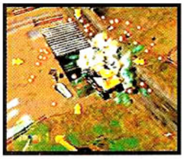
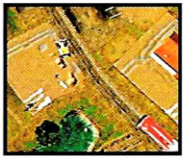


BLAST SEQUENCE

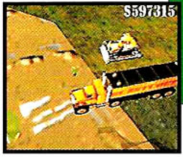
The dotted line on the map shows the transport's path through town. Concentrate on the buildings that are directly in that path. Other buildings can be dealt with later. Note: Besides cleaning up radiation leaking from the transport, the RDUs often serve as signposts, pointing out the main path or indicating hidden features in a stage.



Flashing arrows will point out the buildings and obstacles directly in the transport's path.



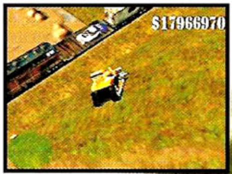
Use the C Buttons to get a different perspective on things. Press Start to pause the action.

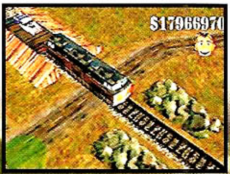


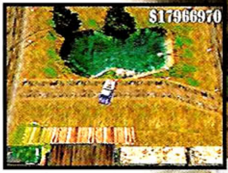
If the path is clear, you can end the stage early. Press Z to exit your vehicle and then enter the semi .

A RIDE THE RAILS

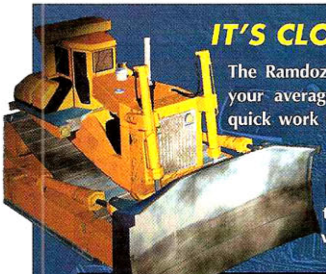
In later stages, you'll need to switch vehicles to accomplish tasks, but here, it's just for fun. Press Z to exit your 'dozer. Enter the train and move it forward until the flatbed car is next to the ramps. Exit the train, walk up the ramp and enter the hot rod for a quick joyride. Yeehah!



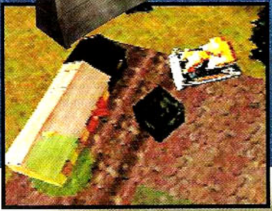


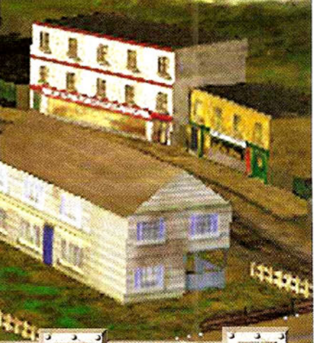


IT'S CLOBBERING TIME!



The Ramdozer has a lot more power than your average bulldozer, and it will make quick work of one- or two-story buildings. You'll see in later stages that taller buildings will give the Ramdozer pause, but to topple them, you'll be able to use the vehicle's wide blade to push blocks of TNT around. There's some TNT in this stage, so you might want to take some time to practice. Maneuvering the blocks can be pretty tricky!

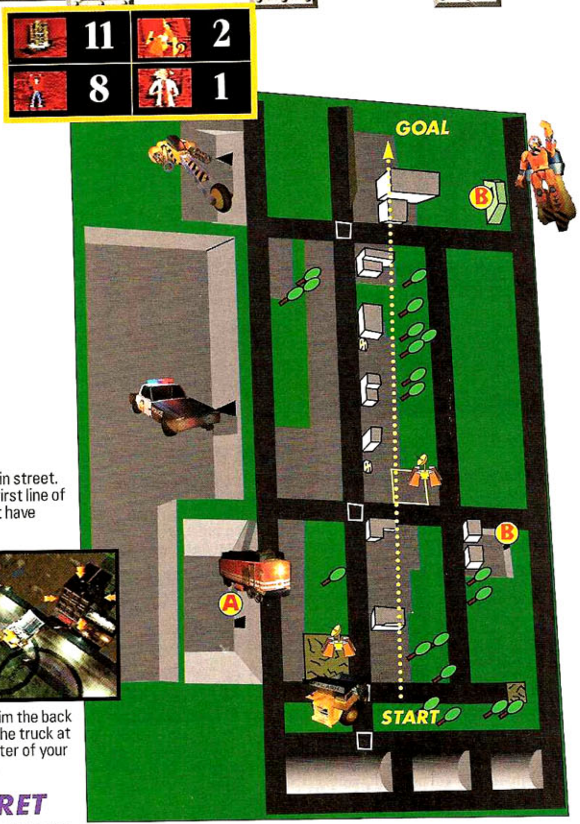




5

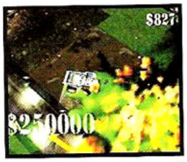
ARGENT TOWERS

There may be few buildings and even fewer survivors in the Argent Towers neighborhood, but there are lots of secrets to be exposed and extra rank points to collect! The main part of the stage contains just a single line of buildings to bring down. They are tougher than the simple structures of Simian Acres, but the Backlash dump truck will be up to the task. You'll find your first two Communication Points which, when activated, will allow you to access special Training stages on the World Map screen. Touch the points to activate them.

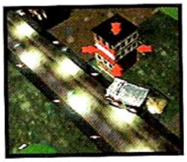


BLAST SEQUENCE

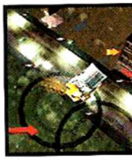
Use the Backlash to bash and batter a path down the main street. The transport will begin the stage much closer to the first line of buildings, so you'll have to be quick. If a building does not have arrows pointing toward it, ignore it for now.



If you do it just right, the sideswipe technique can bring down whole buildings with one blow.



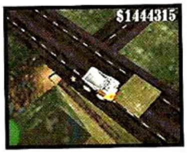
Run over the stones to bounce the Backlash around. This will give your hits more "oomph."

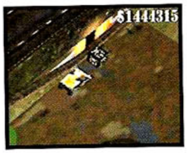


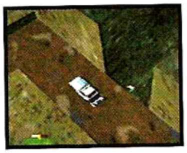
Try to aim the back end of the truck at the center of your target.

A UNDERGROUND SECRET

After the transport passes, reenter the stage and head to point A on the map. Push the block aside then switch to the Ramdozer. Push the TNT to the door to open it. Take the train up about three screens. Walk left to the car. Search the maze to find a scientist!

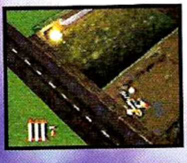


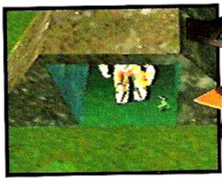




B MORE SECRETS

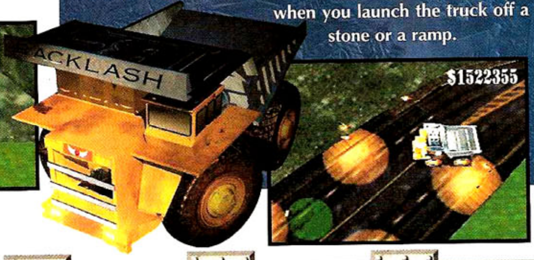
After you speak to the scientist, go back to the train and take it to the end of the line. Switch to the Ballista and head down and right. Use missiles to blast open the door in the small pit. Enter the door and follow the passage up to the J-Bomb robot.





DEVASTATING DOUGHNUTS

The most effective tactic for the Backlash is to sideswipe obstacles. Press A to accelerate, then press the L or R Button while turning to start sliding. If you get up enough momentum (it seems to work best if the truck whips around at least 90 degrees before it hits), you'll do a lot of damage. Doing doughnuts in the parking lot was never like this! Head-on crashes rarely do much good, except when you launch the truck off a stone or a ramp.



6

HAVOC DISTRICT

Here's another stage that features quite a few secondary tasks and mystifying secrets. Although these features won't affect your primary mission of clearing a path for the transport, they will give you a good idea of the kinds of hidden bonuses and puzzles you'll find throughout the game. You should take these lessons to heart. In the later stages, you'll have to uncover even more cleverly disguised secrets to complete your *primary* mission, and you won't have the luxury of time then!

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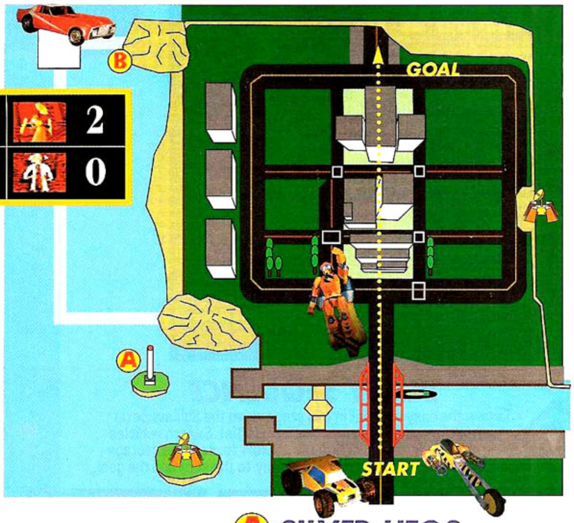
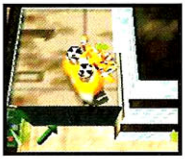


BLAST SEQUENCE

You'll begin the stage behind the wheel of the armored Skyfall dune buggy. You won't have trained with it before this, but don't worry. Follow the RDUs over the bridge and the hill until you reach the J-Bomb. Switch vehicles and use the high-flying robot to clear the path ahead of the carrier. When you've finished, you'll still have time to activate the Communication Points. The point on the right side of the stage is on a mountainside ledge. Let your jets recharge fully before you try to reach it.

The Skyfall buggy has no chance of completing the mission. Use it to get to your real ride!

You can just skim over small objects to destroy them, but big buildings will require more force.



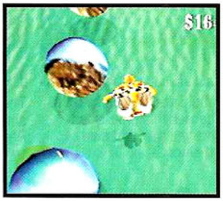
A well-placed stomp can destroy entire buildings, but you have to hit just the right spot.

STOMPING GROUND

The J-Bomb is one of the most efficient (and fun) vehicles in the corps! Press A to activate your jet pack and steer with the Control Stick. When you're over the target, press B for a super-powered stomp. The amount of damage will depend on the size of the building and the location of your strike. For best results, aim for the exact center of a structure.

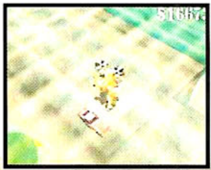
A SILVER UFOS

Only the J-Bomb can reach the silver spheres floating over the bay. We haven't identified these objects or their purpose, but they're worth $5,000 each in demolition fees! There's also one hidden under the bridge, near the ship. Speaking of the ship, the Ballista is the only vehicle that can destroy it.



B SECRET SANCTUARY

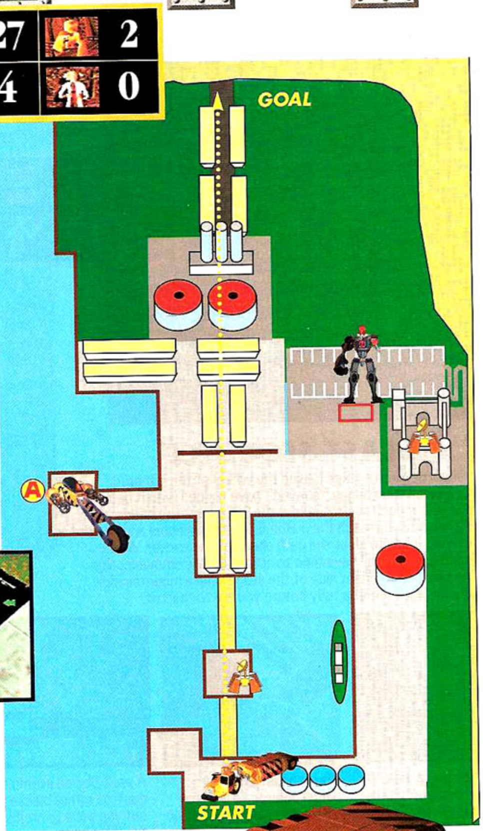
To find the vintage car, fly the J-Bomb to the upper left corner of the stage to a hole in the cliff above the seashore. Follow the tunnel to an undersea chamber. You can switch to the car and follow another tunnel back to dry land. You must do this if you want to find all the RDUs.



7

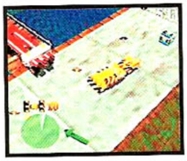
CARRICK POINT

Most of the structures around Carrick Point are long, low storage sheds, a seemingly ideal setting for the Sideswipe vehicle. If you really want to insure your success, however, we recommend using the Thunderfist robot instead. The Thunderfist can destroy entire city blocks with just one of its acrobatic roll attacks, putting the poor Sideswipe to shame. Of course, if you want a real challenge, you can still opt to go with the default vehicle. If you do, be sure to collect lots of blue battery packs as you advance through the stage.

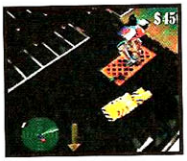


BLAST SEQUENCE

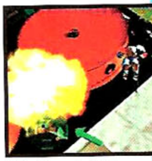
To take the easy way out in this stage, drive the Sideswipe up and right around the port to the Thunderfist. Switch vehicles and make your way quickly down and left to clear the storage sheds off the bridge. Now make your way to the semi and the goal.



You'll start off behind the carrier this time. Head around the right side of the port.



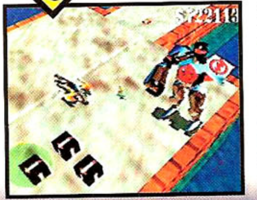
The Thunderfist will make short work of this stage. Press A or B while moving to execute an attack.

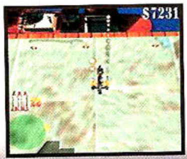


The Thunderfist needs a step or two of clearance to start an attack.

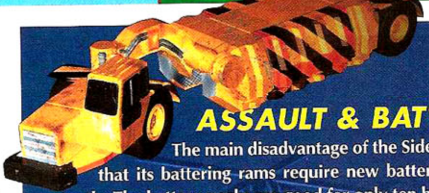
A BALLISTA BLOWOUT

The only task you will want to use the Ballista for here is to sink the transport ship. This is a good opportunity, however, to get used to the cycle's sensitive steering and small turn radius.



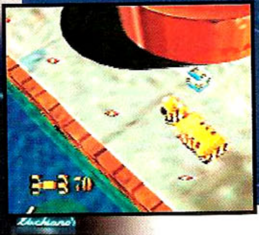


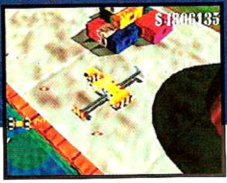
As you may have guessed, the ship and the groups of crates count towards the total number of structures in a stage.



ASSAULT & BATTERY

The main disadvantage of the Sideswipe is that its battering rams require new batteries constantly. The battery packs are good for only ten hits each. You won't have a choice but to use the Sideswipe in some of the later stages, so you'd better practice now.





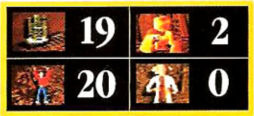
8

BLACKRIDGE WORKS

The Blackridge Works stage brings you full circle, putting you back in the driver's seat of the Ramdozer. You'll begin behind the transport, but you'll have plenty of time to clear the path. In fact, you'll discover that you can often get away with destroying only part of a building instead of the whole thing. The transport isn't all that wide, and if you follow the dotted line on the map, you'll see that you could probably leave the far right sides of the first two buildings and the left-most smokestack intact, if you're pressed for time.

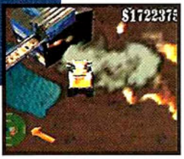
A THE CYCLONE SUIT

The Ramdozer will be more than enough to take care of this stage, but you can try the acrobatic Cyclone Suit on for size. The suit is in plain sight on the right side of the stage. Once the transport is safely on its way, strap in and use it to trash the rest of the factory complex and complete other secondary tasks. Most of the Blackridge Works survivors are in the upper left buildings, and you'll find a good number of RDUs in the vicinity as well.

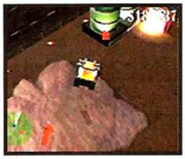


BLAST SEQUENCE

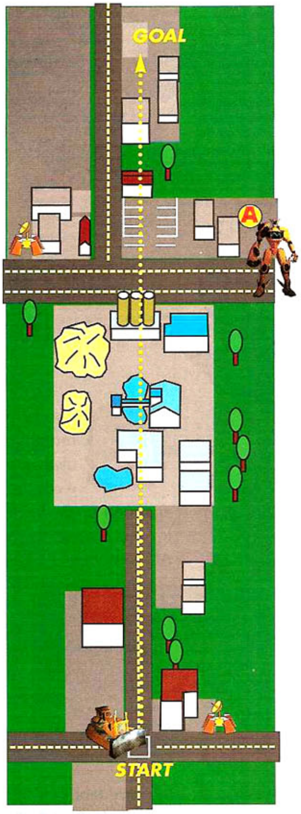
The transport will run in a perfectly straight line from the start to the goal at the Blast Corps semi, and so should you. Just power down the street and make your own road through the factory!



If you have only a little time, just clear out the parts of this building right next to the pond.



Using these stones as ramps will add lots of power to your ramming attacks.



ACROBATIC ANTICS

Press A while moving to send the Cyclone Suit into an acrobatic tumble. While this attack is very powerful, it's also impossible to control once you've unleashed it, so aim carefully. Try to line up several targets in a row and make sure the transport is somewhere far away!

THE CORPS WILL BE BACK FOR MORE

Like the troopers they are, the Blast Corps will be back next month for more explosive excitement. We'll blow the lid off of more stages, secrets and exclusive strategies!

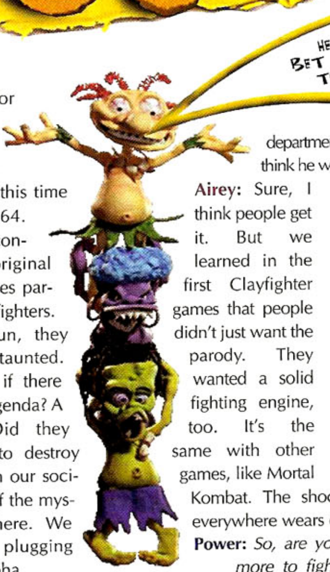
ClayFighter 63$^{1}/_{3}$

Interplay™

Reports filtered in for months. Subversive elements at Interplay were at work once again on a Clayfighter game, only this time it was going to be for the N64. At Nintendo Power, we grew concerned. The original Clayfighter games parodied serious fighters. They poked fun, they teased, they taunted. We wondered if there was a hidden agenda? A conspiracy? Did they secretly want to destroy the very fabric of fighting games in our society? We had to get to the bottom of the mystery, to protect gamers everywhere. We began our investigation by plugging in the alpha version of Clayfighter 63$^{1}/_{3}$ we had received from Interplay, we then questioned the game's leading conspirator, Jeremy Airey. Here's what he had to say.

I HAVE A BONE TO PICK WITH YOU.

Power: *Does anybody get what Clayfighter is all about?* (Jeremy worked on all the past Clayfighter games and is the world's leading expert on clay combat, sometimes referred to as clayplaytion. He is a gamer and programmer who got his start in the quality assurance department at Interplay. You would think he would know better.)


HEY, SPINALTAP. BET YOU CAN'T BEAT THIS COMBO.
ZAPPA YOW BOY

Airey: Sure, I think people get it. But we learned in the first Clayfighter games that people didn't just want the parody. They wanted a solid fighting engine, too. It's the same with other games, like Mortal Kombat. The shock value of blood flying everywhere wears off.

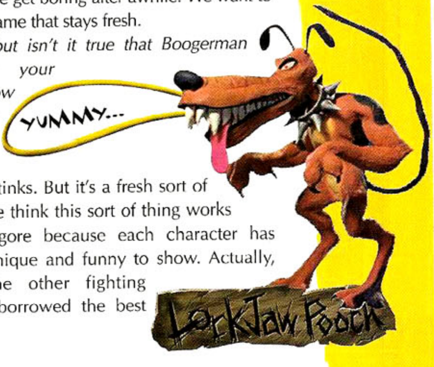
Innocent maquettes like this one are used to animate Clayfighter 63$^{1}/_{3}$. When will these programmers learn that puppets have rights, too?

Power: *So, are you suggesting that there is more to fighting games than copious amounts of spilled bodily fluids?*

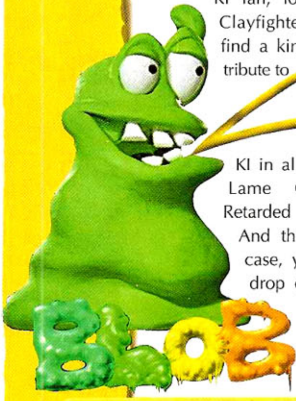
Airey: Yes, buckets of blood and gore get boring after awhile. We want to make a game that stays fresh.

Power: *Ah, but isn't it true that Boogerman appears in your game? How fresh is that?*

Airey: It's true that Boogerman stinks. But it's a fresh sort of grossness. We think this sort of thing works better than gore because each character has something unique and funny to show. Actually, we love the other fighting games. We borrowed the best



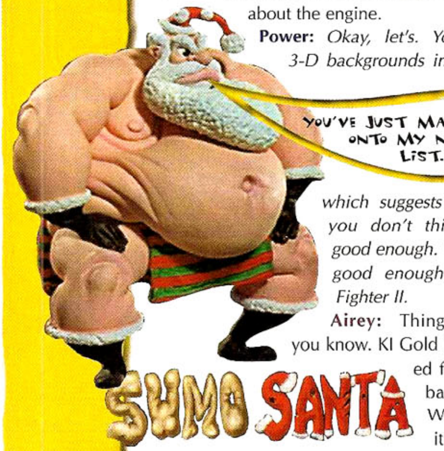
stuff from them, then put a spin on it. I'm a huge KI fan, for instance, and in Clayfighter you'll find a kind of tribute to KI in all the combos we've included. Lame Combos. Stupid Combos. Retarded Combos. 2,000 hit combos. And the animation is great. In one case, you even have a kitchen sink drop on your opponent's head. Of course, that only happens after everything else has dropped on him. Get it?


IT'S MR. BLOB TO YOU AND I CAN BE ANYTHING AT ALL.
BLOB

Power: *Yeah, we get it. It's a clever ruse to deceive fighting fans with familiar gags. Before you know it, KI and MK players will abandon the arcades to hang out in stand up comedy clubs. Well, not on our watch, mister.*

Airey: You've got it all wrong. Clayfighter 63⅓ is not just about the humor. It's a strong fighting game that just happens to use slapstick rather than drama as the visual medium. Let's talk about the engine.

Power: *Okay, let's. You're using 3-D backgrounds in the game, which suggests to us that you don't think 2-D is good enough. Well, it was good enough for Street Fighter II.*


YOU'VE JUST MADE IT ONTO MY NAUGHTY LIST.
SUMO SANTA

Airey: Things change, you know. KI Gold had a limited form of 3-D backgrounds. We just took it a step further. In Clayfighter, each player can control the camera, moving the viewpoint around the combatants. Since there are all sorts of objects in each area, we put bounding boxes around the characters to control the locations of the camera. The result is that you always have a good view of the action. In some cases, you might even look through objects that become transparent. But the most unique part of the game is what we call the breakthroughs.

WHAT IS THIS GREEN BLOB I SEE?

Power: *So you're claiming that these breakthroughs are a breakthrough?*

Airey: What's new is that each of the areas in the game has as many as four breakthroughs. What happens is that if you're in the right spot, you can force a breakthrough by using a designated move on your opponent and knock him through a wall or door. At the moment of the breakthrough, an animated sequence begins. The view switches to the new room and you see the hit character you hit come flying into the room with pieces of wood or whatever he crashed through. Then your character comes leaping after him. Each of the areas will have active objects in the room, as well as things that you can smash.

Power: *We suppose that might be fun, if you like smashing innocent objects. So, what are some of these areas?*

Airey: Well, there's Boogerhenge for one. It's sort of like the Stonehenge scene in KI.

SUCH IMPUDENCE WILL NOT GO UNPUNISHED.

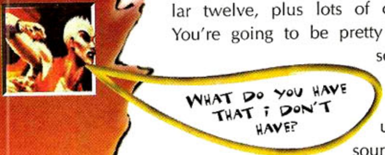
Power: *"Sacrilege!"*

Airey: Calm down, it's a compliment. Another area is a toilet bowl where you fight on the rim, trying to knock the other guy in. There's even an area that might remind you of Disneyland. You know, with a room that stretches like that room in the

Haunted Mansion, and another area with really cheesy animatronic pirates.

Power: *So, you're dragging Disney into it, too. I suppose you're putting Mickey Mouse into this mockery of a fighting game, as well?*

Airey: Of course not. But there are five hidden characters in addition to the regular twelve, plus lots of cameo appearances. You're going to be pretty surprised by some of them. Speaking of Disney, we used a Disney sound director when we recorded the voice lines in the game. The talent included Rob Paulson of Pinkie and the Brain, Frank Welker from The Lion King and Dan Castellaneta who is the voice of Homer Simpson.


WHAT DO YOU HAVE THAT I DON'T HAVE?

Power: *You call that talent?*

Airey: Yes.

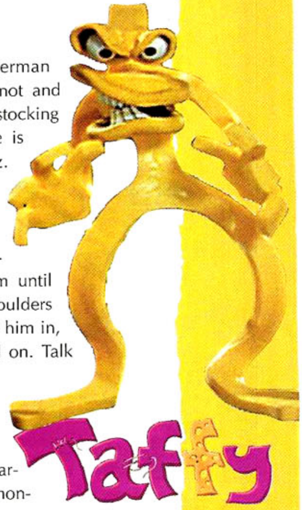
Power: *Okay, we'll grant you that. But what do they say?*

Airey: That's the best part. Instead of just calling out moves when they happen, our characters taunt each other during a fight. Then, when they're hit, they complain and yell. We've included 30 to 40 different voice lines for every character.

Power: *How about moves? If this game is a real fighting game, as you claim, you'd better have lots of special moves.*

THAT CAN BE CHANGED.

Airey: You're right. We have tons of moves. I already mentioned the combos, but we wanted to include Claytalities, as well. In MK, the big thing about the fatalities is to see how many body parts you can sever. Instead of that, we use funny animation sequences. Boogerman finishes opponents off with snot and Sumo Santa drops a giant stocking over their heads. My favorite is the Zappa Yow Yow Boyz. When you do one of their Claytalities, they surround the opponent, throw him to the ground, then run around poking him and jumping on him until they carry him off on their shoulders to a giant soup pot and throw him in, stir him up, then pop the lid on. Talk about a finisher.



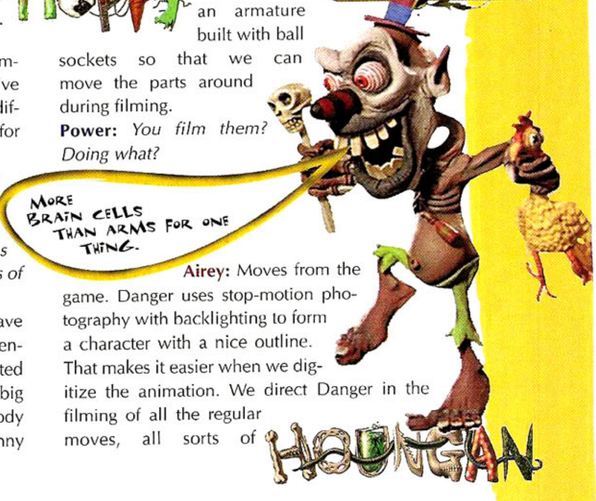
Power: *So, you're advocating cannibalism in your game.*

Airey: Not at all. The characters are all made of non-nutritious clay.

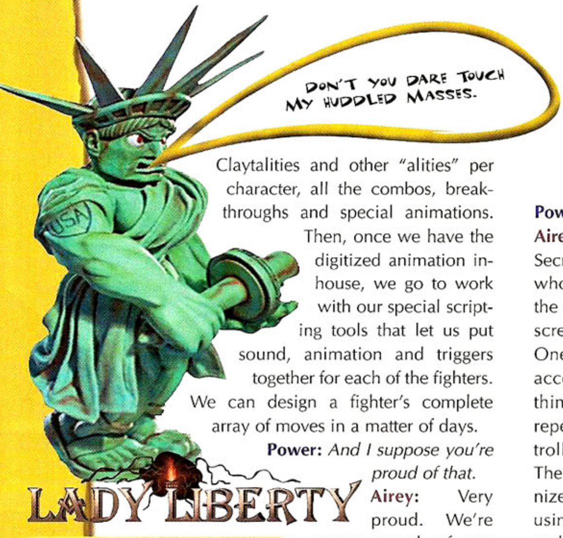
Power: *Are they indeed?*

Airey: It's like this. After we decide on a character and sketch it out, we have these sculptures made called maquettes at a company called Danger Productions. Great name. Then plaster molds like dentists use are made and a final figure is created of clay and foam or wire. We also have an armature built with ball sockets so that we can move the parts around during filming.

Power: *You film them? Doing what?*



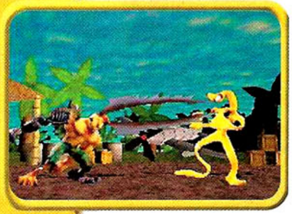
Airey: Moves from the game. Danger uses stop-motion photography with backlighting to form a character with a nice outline. That makes it easier when we digitize the animation. We direct Danger in the filming of all the regular moves, all sorts of


DON'T YOU DARE TOUCH MY HUDDLED MASSES.
LADY LIBERTY

Claytalities and other "alities" per character, all the combos, breakthroughs and special animations. Then, once we have the digitized animation in-house, we go to work with our special scripting tools that let us put sound, animation and triggers together for each of the fighters. We can design a fighter's complete array of moves in a matter of days.

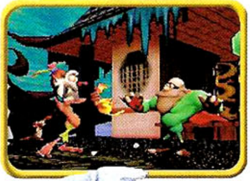
Power: *And I suppose you're proud of that.*

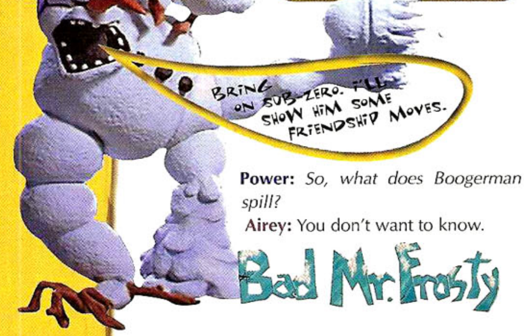
Airey: Very proud. We're pretty proud of our chunks, too.



Power: *Hey, this is a respectable magazine.*

Airey: Chunks are the bits of clay that fly off a character when it's hit. Other games use a spattering of blood or impact stars. But since Clayfighter is 3-D, the chunks are thrown off into 3-D space—some of them actually seem to fly out toward you. We're also using spillits, which are items that spill out when a fighter gets thrown. When Houngan gets thrown, for instance, chicken bones tumble out.




BRING ON SUB-ZERO. I'LL SHOW HIM SOME FRIENDSHIP MOVES.
Bad Mr. Frosty

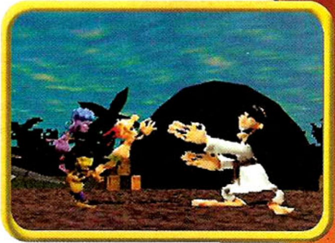
Power: *So, what does Boogerman spill?*

Airey: You don't want to know.

Clay Fighter 63⅓

Power: *Sounds like a cover-up.*

Airey: There are supposed to be lots of surprises. Secret characters and stuff like that weird guy who appears at the bottom of the screen in MK. One way to access special things is by repeating controller patterns. The game recognizes that you're using a pattern and, in some cases, rewards you with a secret. For instance, maybe the Lost Vikings will stumble into the game.



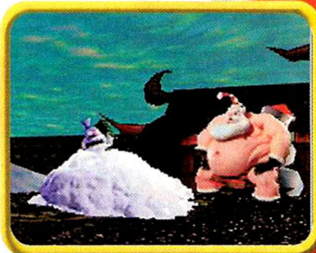
Power: *The Lost Vikings! We love those hairy guys. Okay, then, if this game is really on the up-and-up, when can we play it?*

Airey: It should be released by June, that is if we take enough time off from playing Mario Kart 64 to finish it. The entire development team: Brian McInerny, Eric Hart, Rodney Relosa, Kirk Tome, Didier Malenfant and I spend every night in Kart battle mode.

Power: *Well, that changes everything. Thanks very much for your time, Jeremy. You're okay in our book.*

YOU FLATTER YOURSELF, LIBBY.

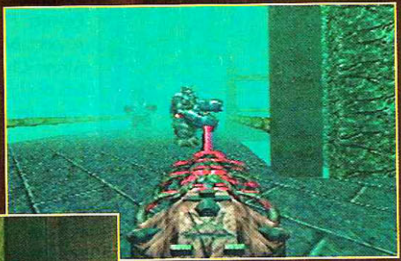
For the benefit of our readers, we would just like to add that Clayfighter 63⅓ looks terrific even at this early stage. In its finished form it will run at 60 frames per second and have more variety than any other N64 fighting game to date. It may mean the end of civilization as we know it, but at least we'll have fun going down.



MATURE
M
AGES 17+
CONTENT RATED BY
ESRB

Weapons

In the beginning, your fists and pistol are your only defenses, but strewn throughout the demons' lairs, you'll find more powerful and specialized weapons. The Super Shotgun's the most reliable weapon, since it packs a powerful blow at close range, and spreads its damage out over long distances. Rockets are also good for long-distance fighting, but if your target's too close, you'll be damaged by the blast. The BFG 9000 is the meanest of your arsenal—it takes a while to charge up, but it launches a wave of mutilation across the entire screen.



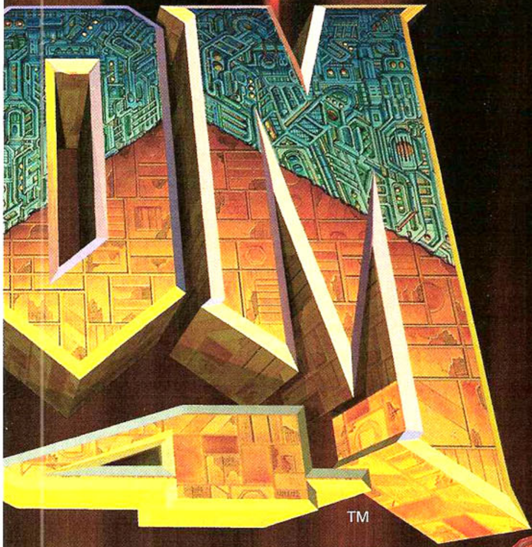
"What the !@#%* is this!?" you exclaim as you pick up the ominous-looking rifle. It's the new weapon exclusive to Doom 64, it's wrapped in flesh, and it unleashes searing beams of lasers.

Items

The demons infesting Doom 64 want to take you down, so you'll thank the heavens for the helpful items hidden in the domain. Security Armor is worth 100 points of shielding power, and Combat Armor is worth 200 points. Medkits, Stimpacks, Potions, and Soul Spheres keep you healthy. The Blur Artifact cloaks your presence. Spiritual Armor protects you magically, while the Megasphere magically boosts both your health and protection. The ultimate item, however, is the Invulnerability Artifact, which grants you temporary invincibility to fearlessly go head-to-head with any demon.

Items

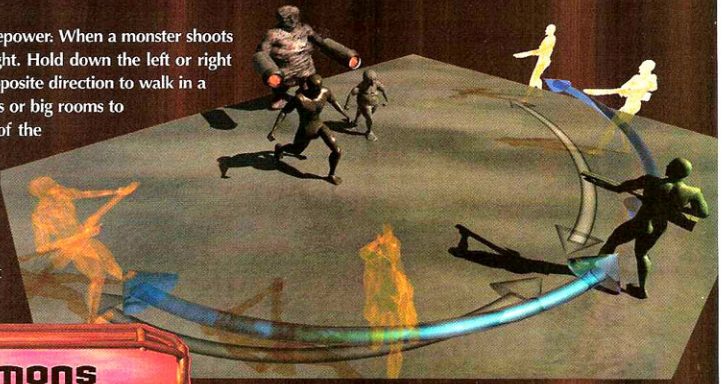
- Security Armor
- Combat Armor
- Medkit or Stimpack
- Health Potion
- Switches
- Spiritual Armor
- Blur Artifact
- Soul Spheres
- Invulnerability Artifact
- Megasphere



Life after Doom? Midway throws you out of the frying pan straight into the fiery depths of Doom 64, a ghastly netherworld of over 30 new levels festering with revamped demons and weapons. You're a marine bent on stopping Armageddon, and luckily for you, we're your guiding light for the first ten levels.

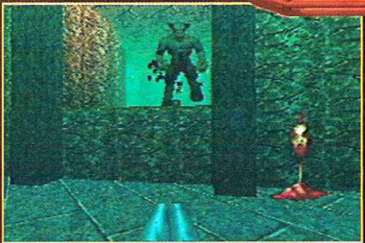
DOOM™ & ©1993, 1997 Id Software, Inc.

Moves



Strafing's the best way to dodge the demons' firepower. When a monster shoots at you, sidestep the attack by strafing left or right. Hold down the left or right strafe button and tap the Control Stick in the opposite direction to walk in a circle, facing the center. Use this move in arenas or big rooms to keep enemies spinning in place in the center of the area. Whenever the demons turn to face you, you'll be arcing away from them, while keeping them in your crosshairs. Strafe around corners, too, so you're not walking blind. It may be hard to simultaneously fire and strafe using the Controller default setup, so reconfigure strafe left and right to the C buttons or A and B buttons.

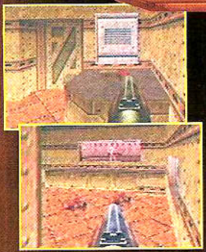
Demons



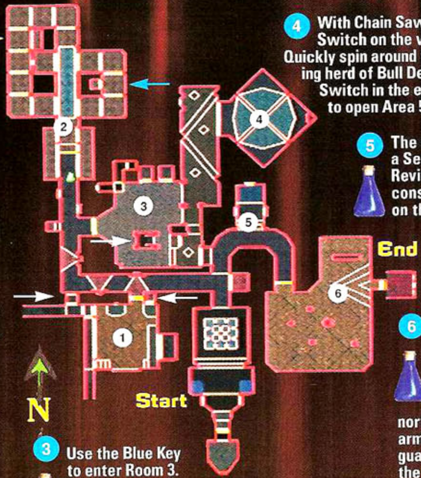
A few hits from the Hell Knight's fireballs will turn you to marine dust. Counterstrike with your Rockets or Super Shotgun. If you hit him three times, he's out.

Doom 64 is filled to the brimstone with monsters, but your Super Shotgun should take care of them. Zombies and Imps are great targets for your Super Shotgun, and if you line them up, you can shoot through two or three with one shot. The hovering Cacodemons freeze whenever you hit them, so use a quick-loading weapon to ground them before they spit fireballs at you. Lost Souls are fast, and your rapid-fire Chaingun makes the perfect foil. Save your ammo on the Bull Demons and Spectres, though; they can attack only at point blank range, so shred them with your Chain Saw.

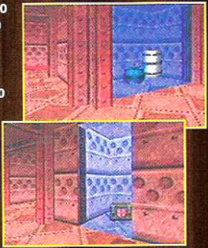
Staging Area



① Zombies greet you with Shotgun fire as soon as you enter Area 1, so arm your pistol or shotgun, then open the northeast vent to get the Security Armor. As soon as you board the conveyer belt, shoot east at the soldiers who appear in the alcove. Tread north on the conveyer belt and glide to the Switch on the north wall. Flip it to reveal the northwest Secret Area housing the Chain Saw.



② Once the elevator lifts you to Area 2, take the third left to claim the Blue Key. Flip the Switch to open the Secret Area by the blue arrow on the map. Hurry to the area to get the Berserk, then head to the west side of Area 2. Many of Doom's Secret Areas will look out of place to a keen marine. The yellow arrow points to the wall with a pattern that's slightly different from the other walls. Activate the wall to find the Mega Armor.



③ Use the Blue Key to enter Room 3. Zombies patrol the area, including some in the cells. Stand on the platform facing the east side of the pillar. Jump inside and hit the Switch, then run to the elevator in the northwest corner of the room. A Supercharge is on the top level, and on the bottom is a warp that teleports you to the Start.

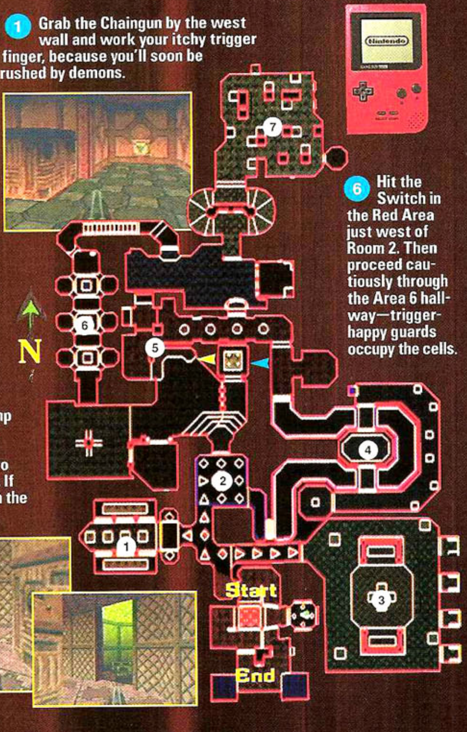
④ With Chain Saw revving, flip the Switch on the wall west of Area 4. Quickly spin around to shred the oncoming herd of Bull Demons, then trip the Switch in the east corner of Area 4 to open Area 5.

⑤ The floor lowers you to a Secret Area. Revitalize there and consult the computer on the north wall.

⑥ More Bull Demons lurk inside Area 6, so keep your Chain Saw fired up. Stock up on the Armor Bonuses behind the northern partition, then arm yourself for the Imp guarding the Exit behind the east door.

The Terraformer

① Grab the Chaingun by the west wall and work your itchy trigger finger, because you'll soon be rushed by demons.



② Find the light at the end of the tunnel by hitting the Switch in Area 2. When the lights turn on, Mega Armor will appear in the center of the room, and soldiers will close in on you.

③ Strap on the Backpack and flip the Switch in the center of the room. The Blue Key will appear, but every time you try to grab it, it'll teleport to one of the corner boxes. To lower the box that the Key finally settles on, hit the Switch in the east alcove without computers in it. Then run for the Key.

④ Drop to the lower level and slowly pass the flashing blue lights to activate the pile-driving ceiling. To keep from getting pounded, run to the yellow light. When you get across, you'll find the Red Key.

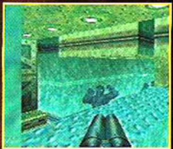
⑤ In the hall with spinning yellow lights, touch the north wall's westernmost panel to open the west area. Get the Supercharge by the yellow arrow, jump through the fence hole, and get the Goggles by the blue arrow.

⑥ Hit the Switch in the Red Area just west of Room 2. Then proceed cautiously through the Area 6 hallway—trigger-happy guards occupy the cells.

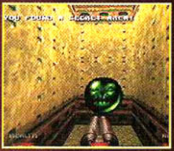
⑦ A troop of soldiers prowls around the cluttered maze of boxes, so cautiously strafe about the area. Trip the south wall Switch and use the teleporter to reach the Imp guarding the Key Switch. Shoot the Imp, trip the Switch, then warp back to Area 7 for the Yellow Key. If you need Rockets, search the southeast Secret Area.

Main Engineering

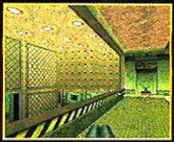
① Shoot the guards and pick up the Super Shotgun in the room's corner. Station yourself facing the north window for a clear shot at the Imps outside. Their fireballs won't reach you, so exorcise the demons by firing your Super Shotgun at them. Trip the Switch on the south wall and quickly go back up. The east and west walls will drop, and Imps will flood the room from both sides.



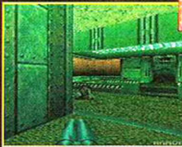
② The blue arrow on the map points to the Secret Area where you'll find the Partial Invisibility Sphere. It looks like there's a wall there, but it's just an illusion, so walk through it. At the yellow arrow, you'll find another illusionary wall, this one concealing the Invulnerability Sphere. Climb to the center of the room, then head to the giant pedestal for the Blue Key.

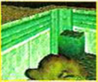


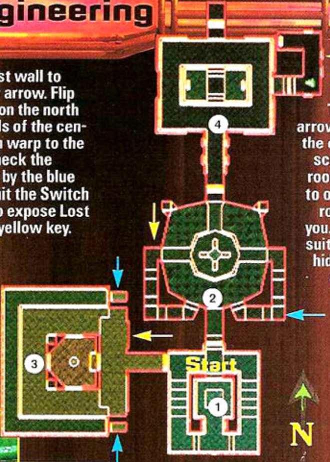
③ Activate thefrozen screen on the east wall to reveal the Secret Area by the yellow arrow. Flip the Switches on the north and south walls of the central room, then warp to the upper level. Check the Secret Rooms by the blue arrows, then hit the Switch on the ledge to expose Lost Souls and the yellow key.



④ The east Switch in the central area makes the Red Key appear in Area 2, and the west Switch opens the Secret Room to the north. Listen as you pass the threshold of the Secret Room, and you'll hear the southeast Secret Area open. It's open briefly, so run to it. Inside, you'll have a clear shot at the Imps in the next room.



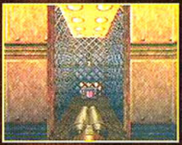




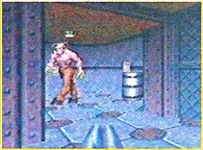
The yellow arrow points to the only active screen in the room. Touch it to open up the room behind you. Try on the suit of armour hidden inside and exit to Level 4.

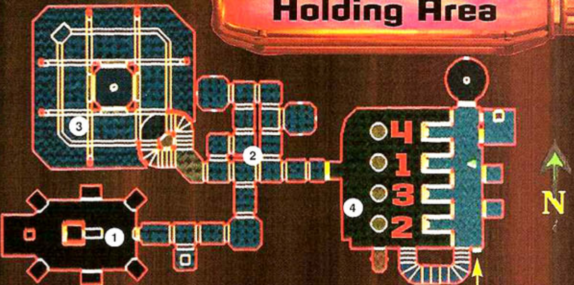
Holding Area

① You'll start Level 4 facing a Switch. Open the Secret Door behind you, walk onto the plank, then shoot the guards in the cells to the north and south. Grab the Berserk, flip the Switch, sock it to the Spectres, and power up with Health Bonuses in the corners of the area.

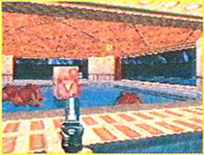


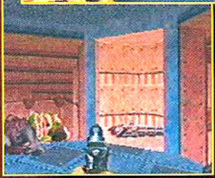
② Get a jolt of energy from the Supercharge in the south hallway that leads to Area 2. The trio of Switches in the northeast room opens the west side of area 2 and alerts Spectres to your presence. Hack them with your Chain Saw, then hit the three Switches in the northeast room.

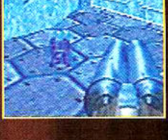




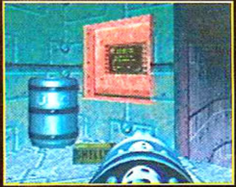
③ Clear out the Imps at the top of the stairs and walk the perimeter of Area 3. The central room will open, and Imps will attack from within. Shoot the bobbing Switch in the central room to reach the Chaingun in the dumbwaiter flanked by the stairs. Jump down from the northwest ledge armed with your Chaingun and bury the patrolling Lost Souls in bullets. Grab the Blue Key in the southeast, and activate the northwest corner for an elevator ride back to the top.

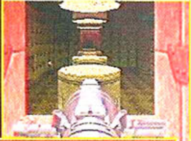


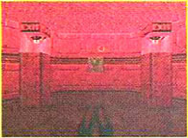




④ Power the computer by the arrow to expose two Secret Rooms. Hit the four Switches in the order shown on the map. The pillars will lower to bridge the north and south sides of the room. From the northeast room, warp to the bridge. An alternate Exit to Level 29 is at the other end. It's uncharted territory, so if you go, you're on your own, soldier. We'll tell you that the domain is seething with demons looking for a few good marines that they can bleed dry. The new laser rifle is also there, but you might want to stay on course and exit through the blue door to Level 5.

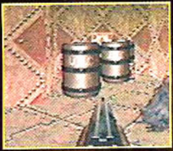




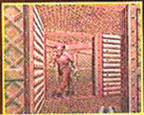


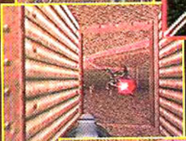
Tech Center

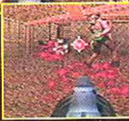
① The Imps in Area 1 are eager to greet you with fireballs, so introduce them to your Shotgun. The Imps also like to hide in the north end of this area, so strafe around the corner. When the coast is clear, flip the Switch to open door A.



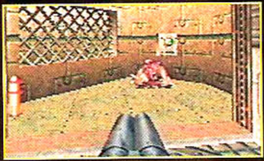
⑬ On the hard settings, a Baron of Hell attacks you. Fire Rockets at him and use the strafing technique to keep him in the middle of the room. Don't let the Baron out of the big room, or he'll back you into the smaller rooms, leaving little space to avoid his fireballs. After your battle, hit the Switch in the small east room below and warp to the Exit.



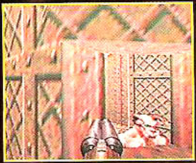




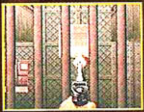
② Keep an eye (and a Chain Saw) out for the transparent Spectres near the entrance. Shoot the oil drums by the east wall; the chain reaction explosion will blow up the south room Spectre. Blow away the Lost Souls in the south room and activate the elevator. Ride it to the top level and hit the Switch in the northernmost cell to lower the Yellow Key in Room 3. Jump off the north ledge, head east, enter the large north room, and trade gunfire with the Zombies.

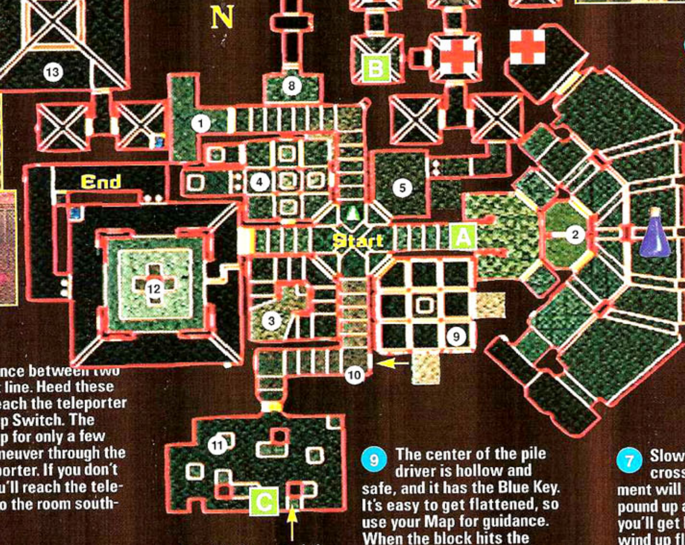


③ As soon as you open the door, demons will close in on you from the south and west. Blast them from outside the doorway and strafe to sidestep their fireballs. Follow the stairs to the southwest corner and enter the lighted area to claim the Yellow Key and reload with the ammo.



④ Doom's shrouded in darkness, so let the light be your guide. A square of light shines on the floor in the center of the room. Stand in it and shoot the vent on the east wall. The floor will elevate, raising you to the level of the south vent. Shoot that vent to temporarily lower the barrier blocking the Supercharge. Get the Supercharge and flip the south Switch to open Area 5.



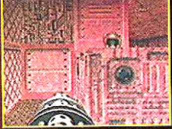


⑤ Clear out the troop of Zombies inside Room 5 and navigate through the maze of chambers to Room 6.

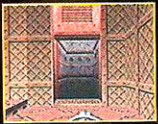
⑥ One thing leads to another, and one Switch affects the other. Flip the Switch on the north wall to unlock Room B. Enter Room B with your guns ready to bust the Lost Souls. When the Souls have lost to you, trip Room B's Switch to open the west door back in Room 6.

⑫ The shortest distance between two points is a straight line. Heed these words when trying to reach the teleporter from the southeast warp Switch. The Switch powers the warp for only a few seconds, so quickly maneuver through the center area to the teleporter. If you don't bump into any walls, you'll reach the teleporter in time to warp to the room southeast of Area 13.

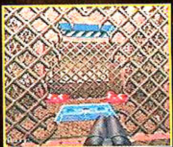
⑪ Shoot the skulls guarding the stockpiles of inventory. Activate crate C to reveal the Switch by the arrow. Flip the Switch so the northeast crate will lower. Run to its spot, and when it lifts you up, leap onto the mosaic of crates and grab the supplies on top of them.



⑩ Strafe around the corner to nix the Spectre. Open the panel under the vent by the arrow. Follow the stairs in the Secret Area to the Armor.

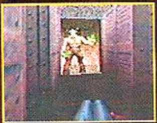


⑨ The center of the pile driver is hollow and safe, and it has the Blue Key. It's easy to get flattened, so use your Map for guidance. When the block hits the floor, switch to your Map and move the triangle completely inside the center square. Lost Souls attack when you get the Key, so use a gun that won't kick you back into the pile driver.

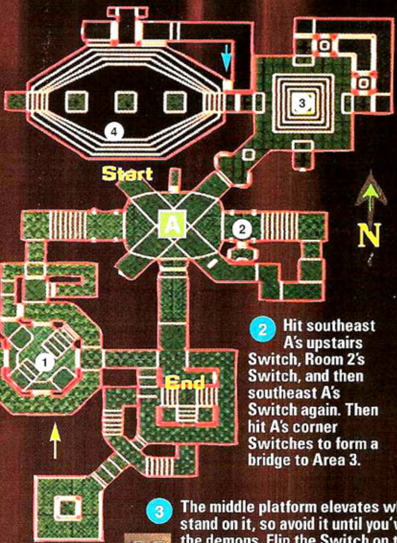


⑦ Slowly approach the trench that crosses the hallway. Your movement will make the ceiling blocks pound up and down. Run quickly or you'll get hung up in the trenches and wind up flattened.

⑧ The Switch in 8 is easy to miss, since your back's to it as you enter. Shoot the soldier, turn around, and then flip the Switch on the northwest wall to free the Red Key in Room 4. Head east from the platform and strafe around the corner to surprise the demon south of you.



Alpha Quadrant

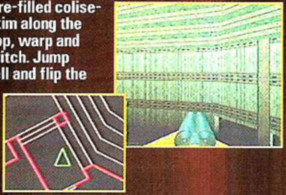


① From Room A, clear out the demons stationed in the stairwells and upper alcoves. As soon as the elevator to Area 1 reaches the upper level, fire your Chaingun. Hit the Switch at the end of the hall, then hit the Switch in the center room. Quickly drop to the right of the stairs and use them to shield yourself from the Hell Knight that appears to the southeast. Grab the Key and run to the yellow arrow. Shoot the Lost Souls in the Secret Room and the soldiers in the adjacent room. From the doorway, dash to the cell for the Megasphere.

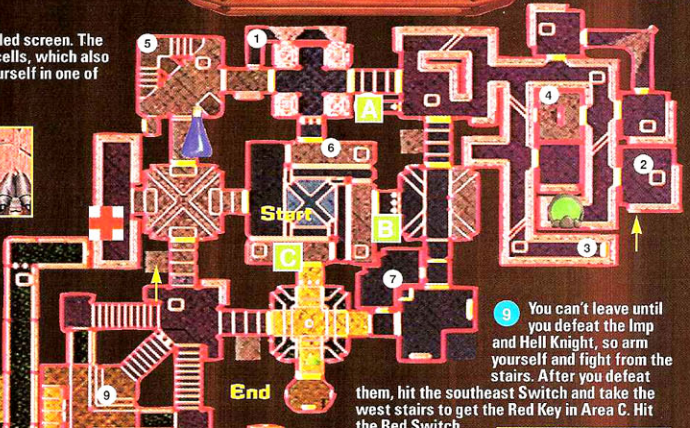
② Hit southeast A's upstairs Switch, Room 2's Switch, and then southeast A's Switch again. Then hit A's corner Switches to form a bridge to Area 3.

③ The middle platform elevates when you stand on it, so avoid it until you've beaten the demons. Flip the Switch on the south wall to open the west door, then station yourself at the east doorway and launch rockets into Area 4.

④ When you enter, you'll drop to the Spectre-filled coliseum floor, so motor up your Chain Saw. Skim along the north wall to ascend the stairs. At the top, warp and run west across the pillars to hit the Switch. Jump from the west pillar to the northwest cell and flip the Switch. Quickly run through the door at the blue arrow. Follow the hall to the Supercharge and hit the Switch. Return to 3 for the Blue Key and Armor. With Shotgun ready, face the Hell Knights behind the blue door in A.



Research Lab



① Activate the north panel opposite the static-filled screen. The Secret Area will open up, leading to the Imps' cells, which also imprison a Rocket Launcher and Rockets. Station yourself in one of the cells and clear out all the Imps.

② Stand on the platform and leap onto the ledge along the computers. The yellow arrow points to an illusionary computer. The Computer Map behind it will help you get your bearings.

③ Switch 3 briefly raises the barricade blocking the Armor in Room A. Every second counts, so quickly back up to the end of the hall after hitting the Switch instead of turning around. Using the map to navigate may help, too.

④ The computers often offer clues. Flip the Switch, then use the computer to see what the Switch activated. The screen will reveal that the Blue Key is now available in Area 5.

⑤ Grab the Blue Key and wait for the wall to recede. The Secret Area behind it hides a Supercharge.

⑥ You'll seal your doom if you enter the cell to fight, so stay in the doorway. Shoot the Imp to the east, grab the Plasma Gun at the end of the cell, then retreat to the doorway to fight more demons.

⑦ Head south from the blue door. At the end of the corridor, activate the elevator. Open the west wall on the ground floor to enter Secret Area 7. Then ride the elevator up to the teleport and warp to Room 5. Turn around and hit the Switch south of you. The screen west of you shows that you've opened up Area B where the Yellow Key sits.

⑧ Watch your right side when entering Yellow Area 9—the cell by the arrow contains a Zombie. Descend the west stairs and collect the Armor Bonuses. The halls of Area 8 are flooded with radioactive waste, so walk along the west ledge. Put on the Radiation Protection located at the yellow arrow and activate the Switches at the ends of the hall.

⑨ You can't leave until you defeat the Imp and Hell Knight, so arm yourself and fight from the stairs. After you defeat them, hit the southeast Switch and take the west stairs to get the Red Key in Area C. Hit the Red Switch southeast of 7, and you'll open the Exit and summon a Hell Knight.

Final Outpost

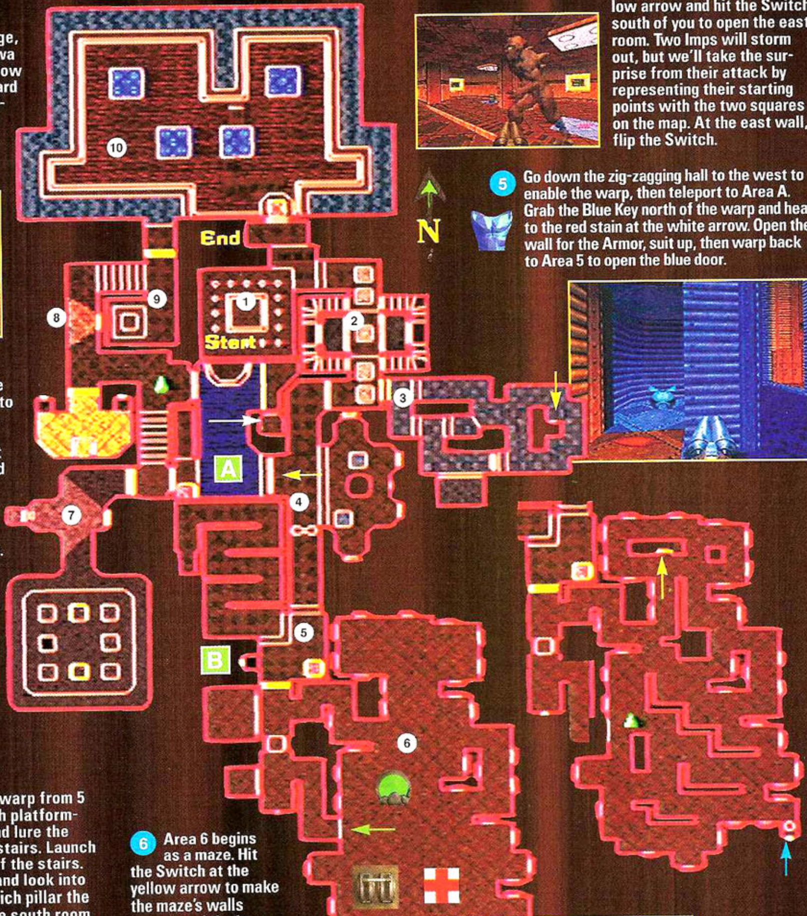
① Ready your guns, because once you hit the Start Switch, the room will open up, and you'll be center stage. An audience of Zombies will shower you with bullets. When the fight's over, step on the dim red light to lower the elevator.

② Prepare to be ambushed as you go for the Chaingun at the end of the hall. The floor drops you down a level before you can reach the gun, and a soldier will blindside you from both the east and west. Here's hopin' you're quick on the draw.

③ A coven of Lost Souls haunts the Secret Area east of the Chaingun. Flip the Switch in the entryway and back up. A Lost Soul will attack you from the south room, as more attack you head-on. The Switch by the yellow arrow opens the exit.

④ Shoot the Imp through the window by the yellow arrow and hit the Switch south of you to open the east room. Two Imps will storm out, but we'll take the surprise from their attack by representing their starting points with the two squares on the map. At the east wall, flip the Switch.

⑩ If you attack the Imps by chasing them down the ledge, you're doomed to fall into the lava below. Instead, stand in the yellow doorway and lure the Imps toward you. Once they're gone, a battalion of Hell Knights will mount a counterstrike, so stay in the doorway and launch your Rockets.



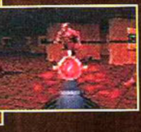
⑤ Go down the zig-zagging hall to the west to enable the warp, then teleport to Area A. Grab the Blue Key north of the warp and head to the red stain at the white arrow. Open the wall for the Armor, suit up, then warp back to Area 5 to open the blue door.

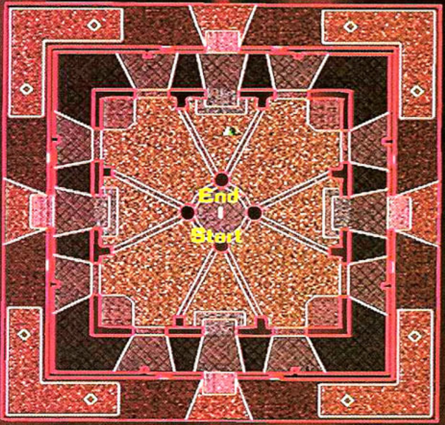
⑨ Power up with the Supercharge, then prepare for a wrathful Hell Knight to materialize and challenge you. Arm your Super Shotgun instead of your Rocket Launcher, because the confined space forces you to fight at close range.

⑧ The Yellow Key sits on a pedestal in the south room. The two Switches are decoys. To lower the Key, touch the square yellow light on the east wall of the hall.

⑦ To reach 7, hit Switch B, warp from 5 to A, then run to the north platform-elevator. Open the red door and lure the Hell Knight to the foot of the stairs. Launch Rockets at him from the top of the stairs. Hit the Switch east of the 7, and look into the west computer to see which pillar the Plasma Gun rests on. Go to the south room and activate a pillar to lower it. You have two tries to lower the Plasma Gun pillar, so check the computer for guidance.

⑥ Area 6 begins as a maze. Hit the Switch at the yellow arrow to make the maze's walls recede and the Imps attack. Flip the Switch at the blue arrow, shoot the responding Zombies, then arm for the Baron of Hell, who'll bombard you to pieces if your strafing isn't perfect. Hit the Switch at the south end of the exit hall to get the Red Key. Keep your Rockets handy, though, because a Hell Knight will ambush you.

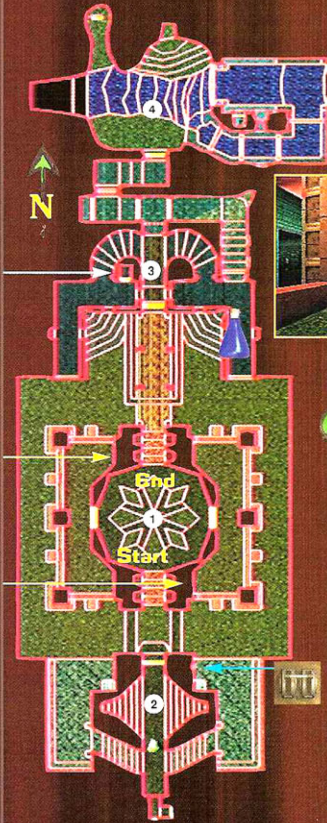




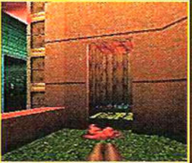
Even Simpler

Arm your Rockets before hitting the Switch, because when you do, you'll be in the middle of an arena, in the crossfire of missile-launching Mancubuses. Blast 'em into hamburger, run to the center, and fire at the next wave of demons. Lure them out of the hallway so you can use the halls for shelter and fire from the windows. When they're gone, Barons of Hell will attack. After you beat them, nab the Invulnerability Sphere in the center of the arena. Mancubuses will then pour out of the hallways, but since you'll be briefly invincible, fire Rockets into them at point blank range. Go to the outermost hall to restock your supplies. Stay close to the walls, though—the corners are booby-trapped to shoot darts down the middle of the hallway.

The Bleeding



① The level names get gorier beginning with Level 10, and so does the action. Open the east and west doors and shoot the awaiting Imps. The yellow arrows point to the Secret Rooms that open when you pass the east or west doorway. After visiting the Secret Areas, return to the center room and take out the Bull Demon.



② Hit the Switches at the tops of the triangle staircases. Beat the Knight at the top of the southeast stairs. Stand at the green spot on the map to open the south room. When the room's floor lifts you, back up against the north wall and hit the panel east of you to open the southeast area. Hit the Switch at the blue arrow. From the north end of the terrace, combat the demons in the courtyard.

③ Trip the Switch in the entry corridor. Get the Energy Cell in the Secret Area behind the gargoyle painting at the white arrow. Hit the Switch between the curving staircases to get the Yellow Key south of you. Go west and shoot the Spectres hiding around the corner to the north.

④ Area 4 looks like a serene oasis, but it's not. A Spectre waits on the waterfall. Climb up and blast him, follow the river north, then fire at the Barons below. Jump down, hit the inlet Switch, and warp. Wade south, west, and then down the waterfall. Flip the Switch in the northwest alcove, and, in the other alcove, grab the BFG 9000. Be ready to use it, because a Mancubus will threaten you from the south. Nuke him and head back to the entrance of Area 3. A freak show of demons will be poised for attack outside, so open fire as you open the door. You'll now be ready for Level 11, but this is all the recon info we have for now, so hang tough 'til next month, soldier.

CLASSIFIED INFORMATION

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MEMBER IDENTIFICATION #

The NHLPA & NHL Present

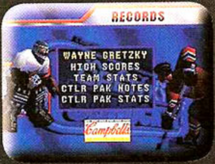
WAYNE GRETZKY'S 3D HOCKEY

Advertising & Invisible Players

We have a slew of great codes for you this month, starting with a couple of fun tricks for Wayne Gretzky's 3-D Hockey. We know we've had hockey on the brain here at Classified Information for a few months now, but who could blame us, with all of the cool stuff we've received from Midway and from fans! These Gretzky tricks came to us via the Nintendo Power Source site on the World Wide Web. Thanks to all the cyber surfers who sent these in!

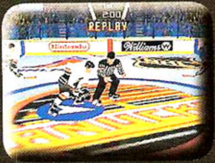
Sneaky Ads

Press the Z Button on any non-gameplay menu screen (e.g., the Records menu screen). You'll see a company logo scroll across the bottom of the screen. Keep pressing Z to see other logos.



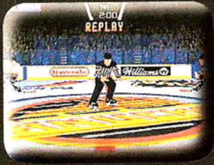
Invisible Player

Pause the game during the opening face-off and select Replay. Press the L or R Button to select a player. As the player is flashing, press Z to make him disappear!



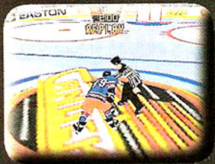
Invis. Team, Pt. 1

Start with the same trick shown above. After you press Z, the cursor will jump back to your Forward. Select another player and press Z again. Repeat until all your players have faded out!



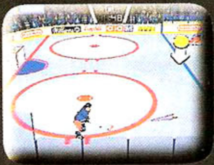
Invis. Team, Pt. 2

Be sure to select each of your players in order, from one end of the line-up to the other. If the cursor crosses over an invisible player, he'll reappear. If a player doesn't disappear, just choose him again.



Can't Catch Us!

Now exit the Replay screen and get back to the action. Abracadabra! Your whole team will be doing their best "Casper" impression!

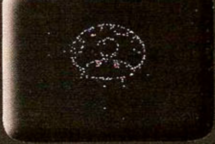


SUPER MARIO RPG

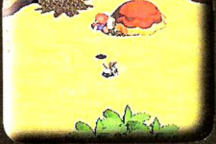
Fireworks & Free Frog Coin

For a really spectacular victory celebration at the end of the game, just buy a bunch of Fireworks in Moleville. The more of them you buy (up to five), the bigger the show will be!

If green coinage is more to your liking, then head over to the sandy whirlpools in the Land's End Desert. Jump on a Shogun three times without touching the ground to receive one Frog Coin!



The more Fireworks you buy, the better the show at the end of the game.

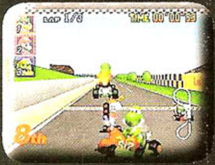


Bopping a Shogun three times is difficult, but the payoff will be worth it.

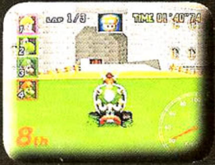
Rocket Jump and Mushroom Castle

At the start of a race, press the accelerator just before the blue light comes on. You'll get a rocket-powered kick in the Kart! If you're at the back of the pack, press the R Button just as the Rocket Boost kicks in. If you hop just before you hit the Kart in front of you, you'll bounce wheels over heels past the other Karts and into first place!

If you want to take a short break along the Royal Raceway, follow the path between the hills on the right just past the big jump. You can take a leisurely tour of the Mushroom Castle grounds, the site of the awards ceremony at the end of the game! Of course, you'll lose a lot of time, so don't do this if you want to win the race.



Look! Up in the sky! It's a bird! It's a Rocket Boosted Kart!



This will look very familiar to Super Mario 64 fans.

Random Player Select

Here's a quick trick for Weaponlord experts. Press the L and R Buttons and Start simultaneously on the Player Select screen to select a fighter at random.

You won't know who your fighter is until the match starts.

This trick works in any game mode.

Gargos's Special Moves

Now that you know how to access Gargos, you could probably use his special moves. Next month, we'll have his Openers, Linkers, Pressure moves and more!

Dash

You'll put your best shoulder forward if you press Forward, Down-Forward, Down, Down-Back, Back and Medium or Fierce Kick.

Claw Uppercut

The Claw Uppercut will keep most aerial attacks at bay. Press Forward, Down, Down-Forward and Fierce Punch to whip one out.

Pounce

Press Back, Down-Back, Down, Down-Forward, Forward and Fierce Kick to give your hapless opponent a sucker punch.

Spitfire

Change your "morning breath" into "mourning breath" by pressing Down, Down-Forward, Forward and Quick Punch.

Fly/Air Fireball

Take to the sky by holding Up-Back or Up-Forward and pressing Fierce Punch. While jumping or flying, press Down, Down-Forward, Forward and any Punch Button to unleash a fiery blast.

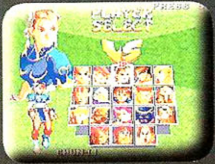
STREET FIGHTER ALPHA 2

Classic Chun-Li

For those World Warrior fans who have been waiting so patiently for Street Fighter Alpha 2 codes, we finally have a few choice selections for you. A note on the Classic Chun-Li code: although Chun-Li will be wearing her original costume, she'll retain her Street Fighter Alpha 2 special moves, combos and so on. The color of her uniform will depend on which button or buttons you push. The Street Fighter series hasn't been chock full of codes by any means, and we had to dig down pretty deep for these babies!

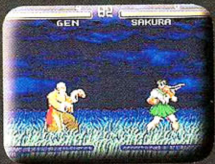
Classic Chun-Li

To see Chun-Li in her classic costume, first highlight her face on the Character Select screen. Hold Start and press either one punch button, one kick button or all three punch or kick buttons. Voila!



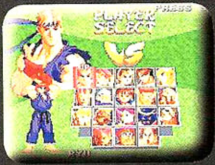
Field Stage

To access the Field Stage shown in the demo, start a Vs. game and select your characters. On the Stage Select screen, highlight Sagat, hold Start on both Controllers and press any button.



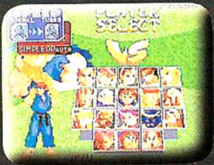
Fighting Fashion

Each World Warrior has at least four changes of clothes. To access different uniforms in the Vs. Mode, highlight your character and press one punch button, one kick button or any two punch or kick buttons.



Even More Colors

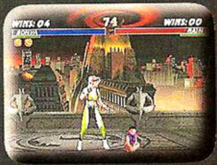
Some warriors have even more uniforms. Look closely when choosing Manual or Automatic combos. You might see a standard costume, or you might be treated to a new pair of gloves or a whole new color palette.



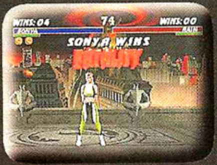
MORTAL KOMBAT TRILOGY

Babality and Fatality

If your opponent is attempting a Babality on you, here's a way for you to retain at least a shred of your dignity in defeat. Wait until your opponent has completed the Babality controller sequence. Just before you turn into a baby, press and hold High Punch, High Kick, Low Punch and Low Kick simultaneously. If your timing is correct, you'll change the Babality into a Fatality.



Your timing must be exact for this trick to work.

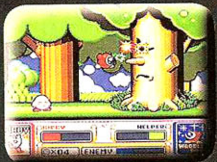


You've been defeated, but at least you're going out in style!

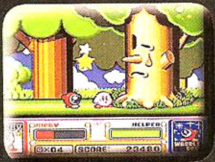
KIRBY SUPER STAR

Healing Trick

In Kirby Super Star, players gain abilities by inhaling certain enemies and pressing A. If you press A again, you'll create a Helper with that ability. As your Helper fights, it will slowly lose energy until it disappears. To restore your Helper to full strength, first press A to turn it into an item. Inhale the item and press A twice. Your Helper will reappear, good as new!



Don't wait too long before healing your Helper.



You can keep a favorite Helper going indefinitely!

CLASSIFIED INFORMATION

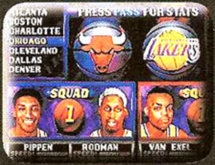
NBA HANG TIME

Hairdresser to the NBA

If you're looking for big heads and big hair, this is the place! The Shot Percentage code is finicky, so swirl the Control Stick several times.

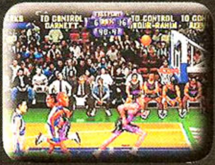
Rodman's Hair

The Bad Boy of the NBA needs no introduction, but if a new 'do is in order, bring him up in the Player Select window and press Pass. There are eight colors to choose from!



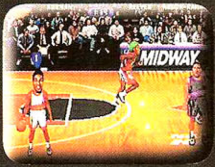
Shot Percentage

Hold Up on the Control Stick as you enter the Match-Up screen, then swirl it clockwise. The computer will display the odds of making a shot in the space above the clock.



Big Heads

Hold Up on the Control Stick, Turbo and Pass as you enter the Match-Up screen. Look at the size of those boys' noggins! They're like oranges on toothpicks!



Power Special

To maximize your performance, first press and hold Shoot as you enter the Match-Up screen. Continue to hold Shoot and swirl the Control Stick clockwise.

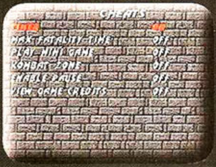
ULTIMATE MORTAL KOMBAT 3

Kodes, Kodes and More Kodes!

You've probably seen these not-so-secret menus in MK3, but that's no reason to let UMK3 players go without! (Besides, the code sequences are new!)

Kool Stuff Menu

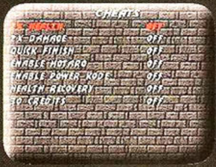
To access the Kool Stuff options, press Right, Up, B, B, A, Down, Up, B, Down, Up and B on the Game Start screen. You'll hear Kahn's laugh if you enter the code correctly.



CHEATS
MAX FATALITY TIME OFF
PLAY MINI GAME OFF
KOMBAT ZONE OFF
ENABLE PAUSE OFF
VIEW GAME CREDITS OFF

Kooler Stuff Menu

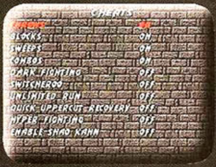
For even kooler options, press Up, B, A, Left, Down and Y on the Game Start screen. Quick Finishes (i.e., One-Button Fatalities), extra health and extra damage will all be yours!



CHEATS
2X DAMAGE OFF
QUICK FINISH OFF
ENABLE MOTARO OFF
ENABLE POWER KODE OFF
HEALTH RECOVERY OFF
30 CREDITS OFF

Scott's Stuff

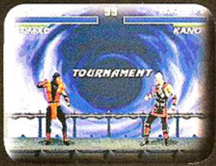
We don't know who Scott is, but he's got the koolest stuff of all! Press B, A, Down, Down, Left, A, X, B, A, B and Y on the Game Start screen. Try Switcheroo and Dark Fighting for a real challenge!



CHEATS
BLOCKS ON
SWEEPS ON
COMBOS ON
DARK FIGHTING OFF
SWITCHEROO OFF
UNLIMITED RUN OFF
QUICK UPPERCUT RECOVERY OFF
HYPER FIGHTING OFF
ENABLE SHAO KAHN OFF

Tournament Mode

To activate a two-player tournament, first go to the Game Start screen. Hold the L and R buttons and press Start. Caution: do not use Random Select with this code, or your game may freeze up.



Experts, shmexperts! If you've got an awesome tip or a killer code, send it in! We'll print your stuff alongside the pros' codes. So what are you waiting for? Warm up your brain pans, crack your knuckles and press those buttons!

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

Last Month Power introduced you to the biggest adventure to hit the N64. This month, we're giving you complete maps to Turok. Re-creating the lands, complete with elevation shading and items, wasn't easy. Marty Pappas, our cartographer, hardly slept in weeks. Now it's your turn.

TU

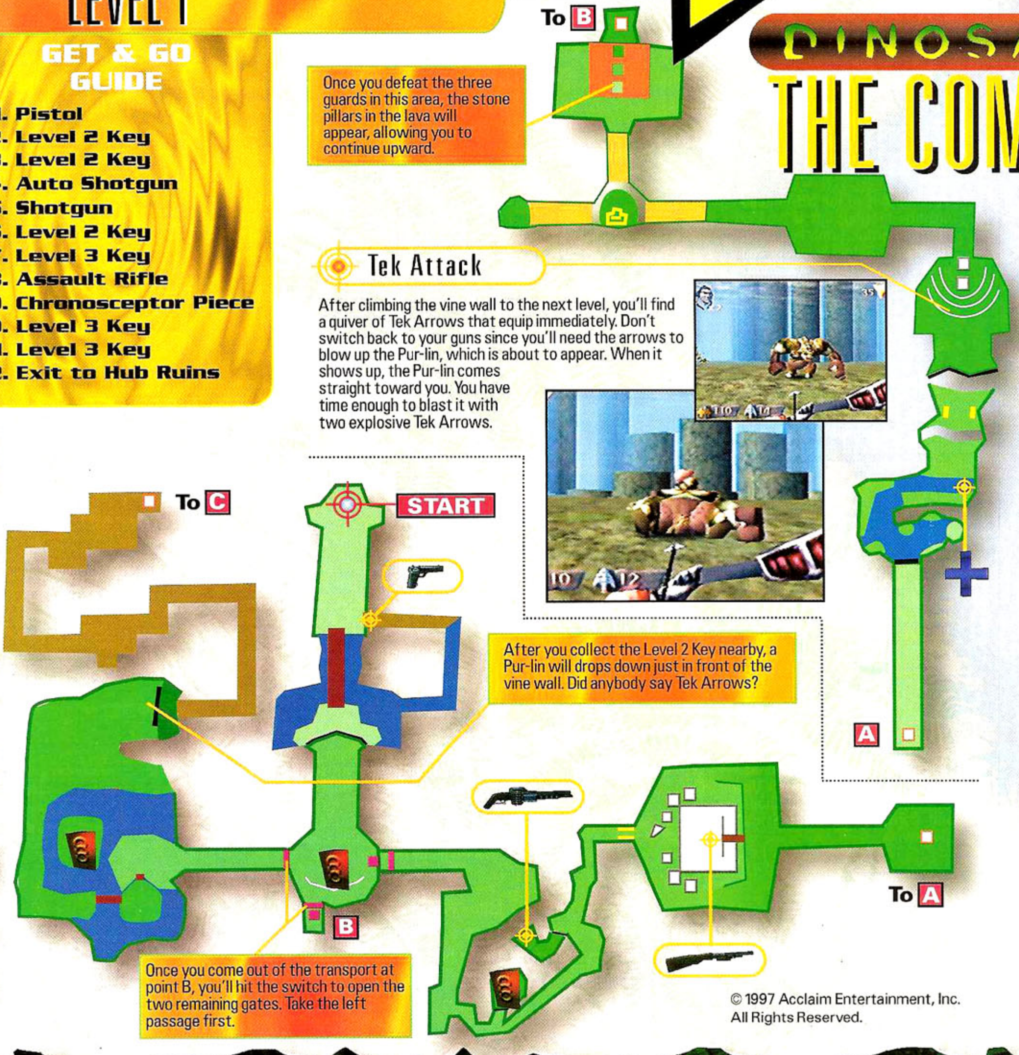
DINOSA

THE COM

LEVEL 1

GET & GO GUIDE

1. Pistol
2. Level 2 Key
3. Level 2 Key
4. Auto Shotgun
5. Shotgun
6. Level 2 Key
7. Level 3 Key
8. Assault Rifle
9. Chronosceptor Piece
10. Level 3 Key
11. Level 3 Key
12. Exit to Hub Ruins



Once you defeat the three guards in this area, the stone pillars in the lava will appear, allowing you to continue upward.

Tek Attack

After climbing the vine wall to the next level, you'll find a quiver of Tek Arrows that equip immediately. Don't switch back to your guns since you'll need the arrows to blow up the Pur-lin, which is about to appear. When it shows up, the Pur-lin comes straight toward you. You have time enough to blast it with two explosive Tek Arrows.

After you collect the Level 2 Key nearby, a Pur-lin will drops down just in front of the vine wall. Did anybody say Tek Arrows?

Once you come out of the transport at point B, you'll hit the switch to open the two remaining gates. Take the left passage first.

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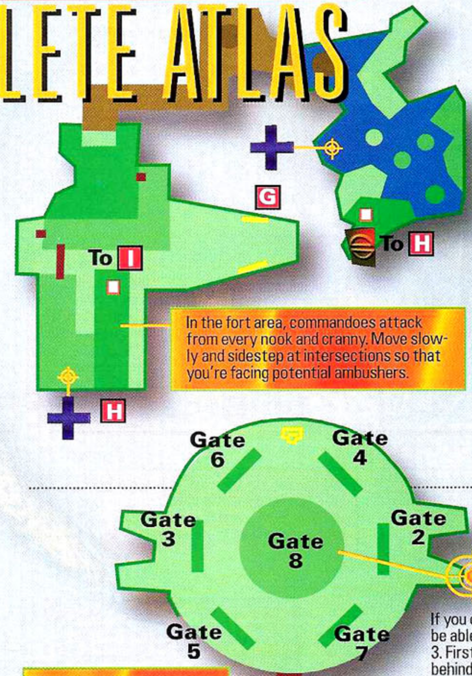
ROK
UR HUNTER™

MATURE
M
AGES 17+
CONTENT RATED BY ESRB

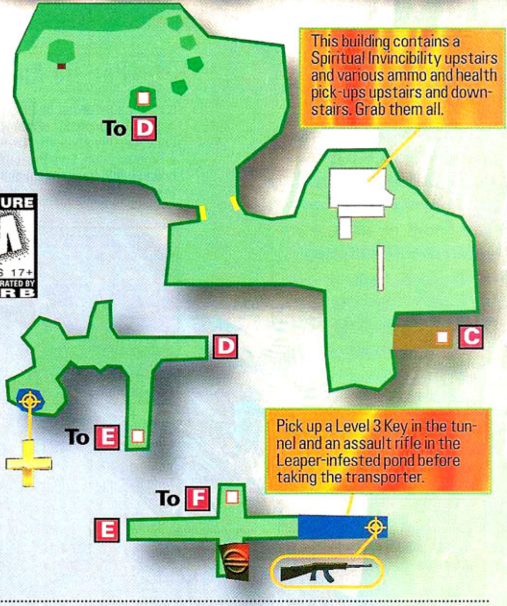
PLETE ATLAS



In the fort area, commandoes attack from every nook and cranny. Move slowly and sidestep at intersections so that you're facing potential ambushers.

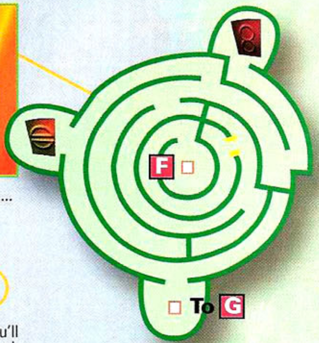
Hub Ruins

If you collected all the keys in Level 1, you'll be able to open the portals to Levels 2 and 3. First, save the game at the save point behind the hub, then go to Level 2. You'll get Level 4 Keys that you'll need later.

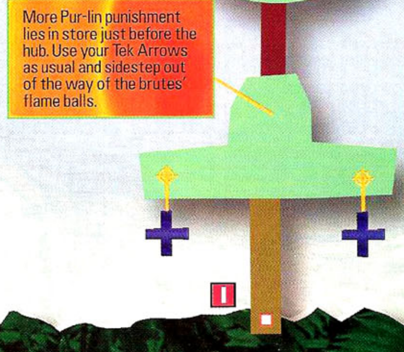


This building contains a Spiritual Invincibility upstairs and various ammo and health pick-ups upstairs and downstairs. Grab them all.

Pick up a Level 3 Key in the tunnel and an assault rifle in the Leaper-infested pond before taking the transporter.



In the maze, the game's map mode doesn't function. Watch out for Beetles and commandoes down here. Pick up a Level 3 Key, the Chronosceptor Piece and lots of ammo and health.



More Pur-lin punishment lies in store just before the hub. Use your Tek Arrows as usual and sidestep out of the way of the brutes' flame balls.

ACCESS TO LEVEL 2
THE JUNGLE

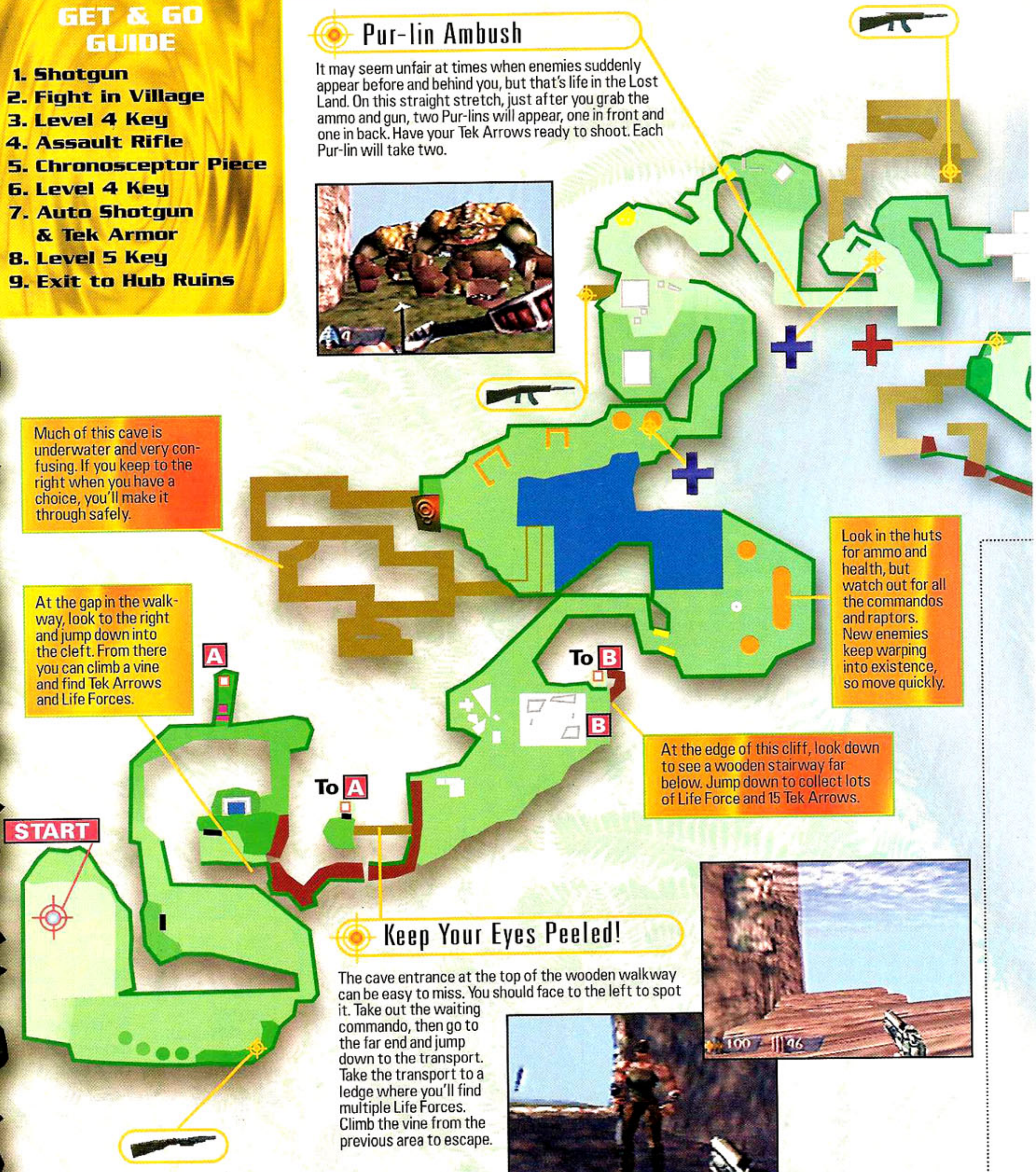
LEGEND

- 25% Health ✚
- Full Health ✚
- Ultra Health ✚
- Transport ☐
- Switch ■
- Bridge/Ladder ▬
- Chronosceptor Piece
- Vine ▬
- Cave ▬
- Water ▬
- Ground ▬
- Level 2 Key
- Level 3 Key

THE JUNGLE

GET & GO GUIDE

1. **Shotgun**
2. **Fight in Village**
3. **Level 4 Key**
4. **Assault Rifle**
5. **Chronosceptor Piece**
6. **Level 4 Key**
7. **Auto Shotgun & Tek Armor**
8. **Level 5 Key**
9. **Exit to Hub Ruins**



Pur-lin Ambush

It may seem unfair at times when enemies suddenly appear before and behind you, but that's life in the Lost Land. On this straight stretch, just after you grab the ammo and gun, two Pur-lins will appear, one in front and one in back. Have your Tek Arrows ready to shoot. Each Pur-lin will take two.

Much of this cave is underwater and very confusing. If you keep to the right when you have a choice, you'll make it through safely.

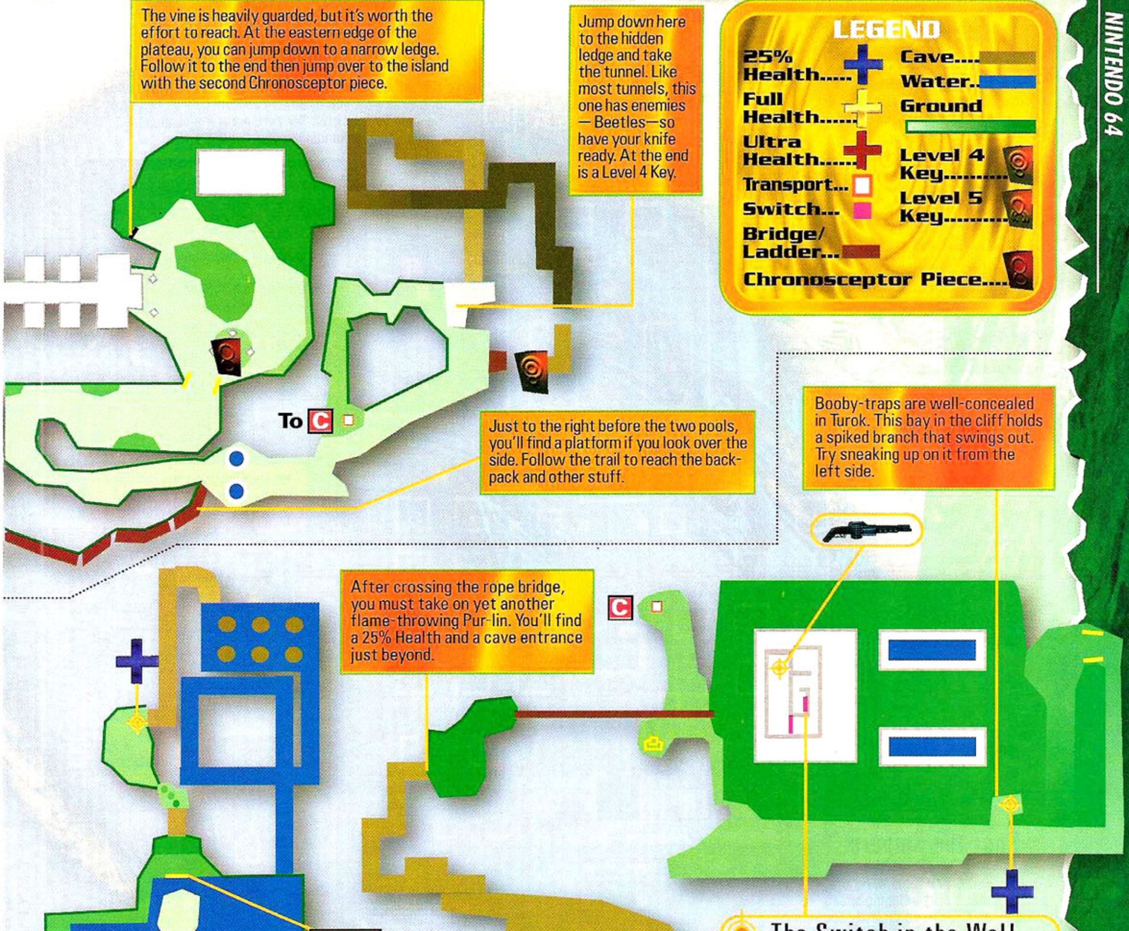
At the gap in the walkway, look to the right and jump down into the cleft. From there you can climb a vine and find Tek Arrows and Life Forces.

Look in the huts for ammo and health, but watch out for all the commandos and raptors. New enemies keep warping into existence, so move quickly.

At the edge of this cliff, look down to see a wooden stairway far below. Jump down to collect lots of Life Force and 15 Tek Arrows.

Keep Your Eyes Peeled!

The cave entrance at the top of the wooden walkway can be easy to miss. You should face to the left to spot it. Take out the waiting commando, then go to the far end and jump down to the transport. Take the transport to a ledge where you'll find multiple Life Forces. Climb the vine from the previous area to escape.



The vine is heavily guarded, but it's worth the effort to reach. At the eastern edge of the plateau, you can jump down to a narrow ledge. Follow it to the end then jump over to the island with the second Chronosceptor piece.

Jump down here to the hidden ledge and take the tunnel. Like most tunnels, this one has enemies — Beetles—so have your knife ready. At the end is a Level 4 Key.

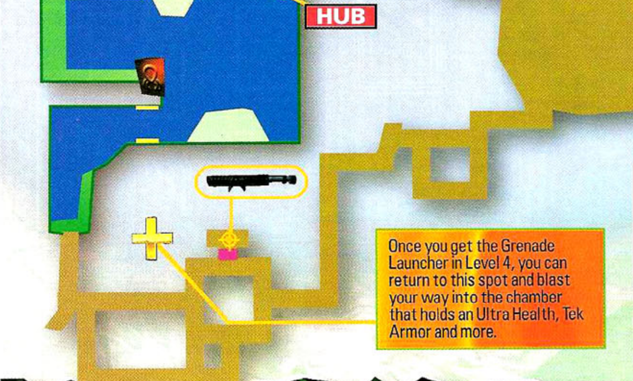
LEGEND

- 25% Health..... ✚
- Full Health..... ✚
- Ultra Health..... ✚
- Transport... ☐
- Switch... ■
- Bridge/Ladder... ▬
- Cave.... ▬
- Water.. ▬
- Ground ▬
- Level 4 Key..........
- Level 5 Key..........
- Chronosceptor Piece....

Just to the right before the two pools, you'll find a platform if you look over the side. Follow the trail to reach the backpack and other stuff.

Booby-traps are well-concealed in Turok. This bay in the cliff holds a spiked branch that swings out. Try sneaking up on it from the left side.

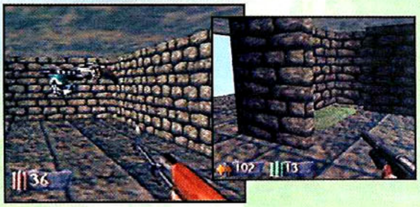
After crossing the rope bridge, you must take on yet another flame-throwing Pur-lin. You'll find a 25% Health and a cave entrance just beyond.



Once you get the Grenade Launcher in Level 4, you can return to this spot and blast your way into the chamber that holds an Ultra Health, Tek Armor and more.

The Switch in the Wall

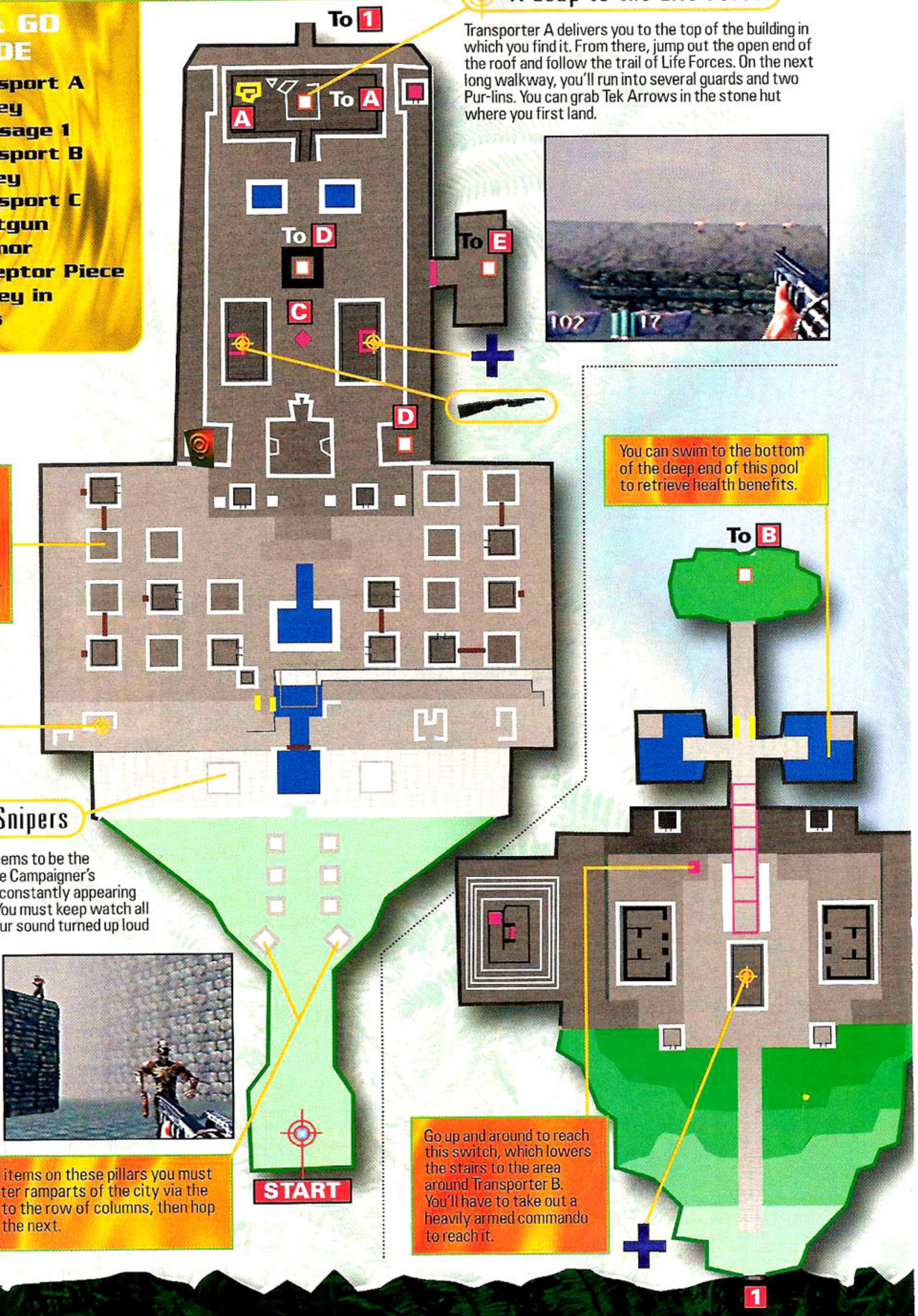
Inside the temple, you'll find ancient hieroglyphics on the walls. One of these is actually a switch that opens a door to an inner chamber. When you touch the panel (which shows up red on the map) you'll hear the door. The trick is to activate the panel then run to the open door before it closes and jump through. The effort is worth it since you get Tek Armor inside.



THE ANCIENT CITY

GET & GO GUIDE

1. Take Transport A
2. Level 4 Key
3. Enter Passage 1
4. Take Transport B
5. Level 5 Key
6. Take Transport C
7. Auto Shotgun & Tek Armor
8. Chronosceptor Piece
9. Level 4 Key in Hub Ruins



A Leap to the Life Force

Transporter A delivers you to the top of the building in which you find it. From there, jump out the open end of the roof and follow the trail of Life Forces. On the next long walkway, you'll run into several guards and two Pur-lins. You can grab Tek Arrows in the stone hut where you first land.

You can reach these rooftops from the next higher area. By jumping onto the roofs, you can supply yourself with items.

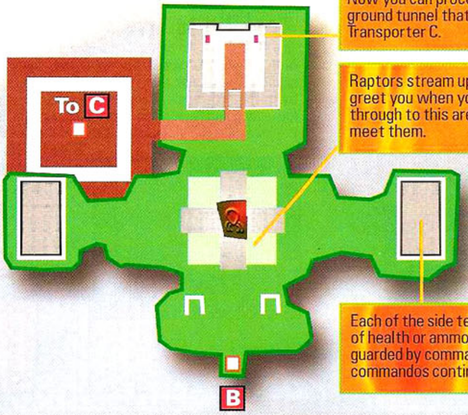
You can swim to the bottom of the deep end of this pool to retrieve health benefits.

Spot the Snipers

The Ancient City seems to be the home of many of the Campaigner's henchmen. They're constantly appearing out of warp fields. You must keep watch all around, and keep your sound turned up loud enough to hear what's going on. Here at the edge of the city, The warping baddies are very active, so don't hang around. Take the water route inside the city walls.

To reach the items on these pillars you must climb the outer ramparts of the city via the stairs, jump to the row of columns, then hop from one to the next.

Go up and around to reach this switch, which lowers the stairs to the area around Transporter B. You'll have to take out a heavily armed commando to reach it.



Defeat the two flame-throwing Purlins in the lower area of this temple. Now you can proceed to the underground tunnel that leads to Transporter C.

Raptors stream up the stairs to greet you when you transport through to this area. Be prepared to meet them.

Each of the side temples has a prize of health or ammo, but they're well-guarded by commando, and new commandos continue to appear.

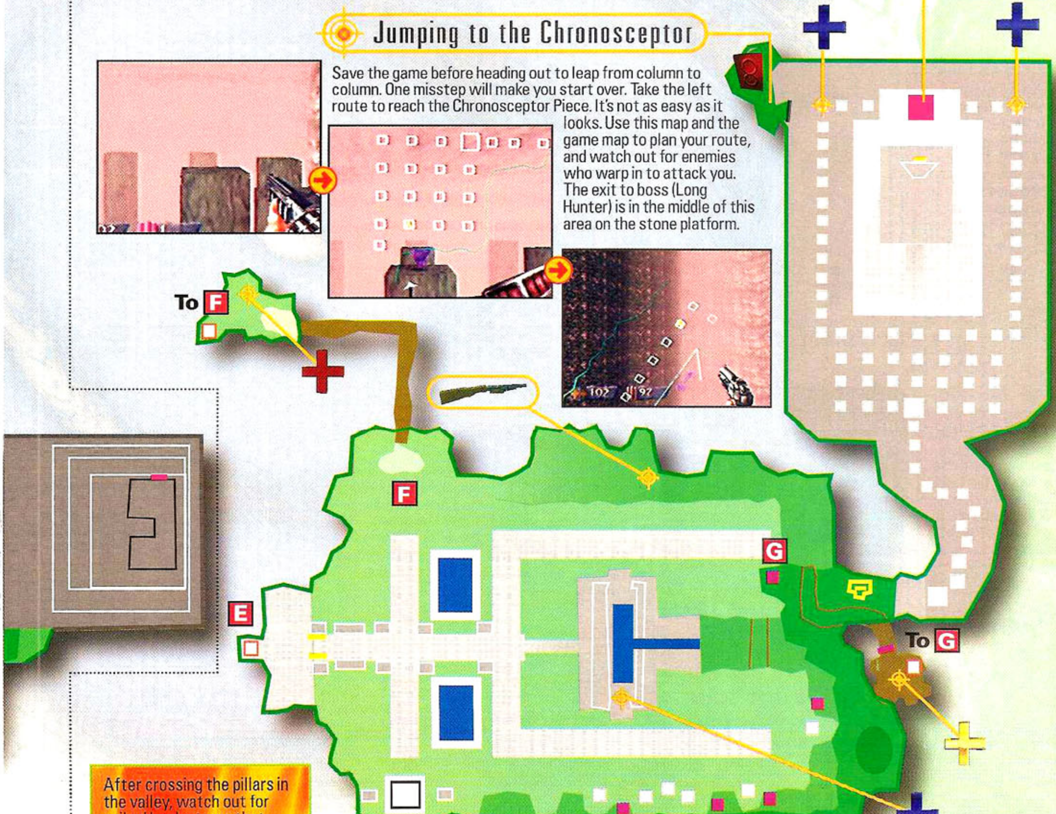
LEGEND

25% Health…… ✚
Full Health…… ✚
Ultra Health…… ✚
Transport… ☐
Switch… ■
Bridge/Ladder… ▬
Chronosceptor Piece…
Vine…. ▬
Cave…. ▬
Water… ▬
Ground ▬
Level 4 Key………
Level 5 Key………

After getting the Chronosceptor Piece, cross to the warp arch that leads to Long Hunter, the Pulse Rifle and a Level 5 Key.

Jumping to the Chronosceptor

Save the game before heading out to leap from column to column. One misstep will make you start over. Take the left route to reach the Chronosceptor Piece. It's not as easy as it looks. Use this map and the game map to plan your route, and watch out for enemies who warp in to attack you. The exit to boss (Long Hunter) is in the middle of this area on the stone platform.



After crossing the pillars in the valley, watch out for spiked booby traps that swing out from the cliff side.

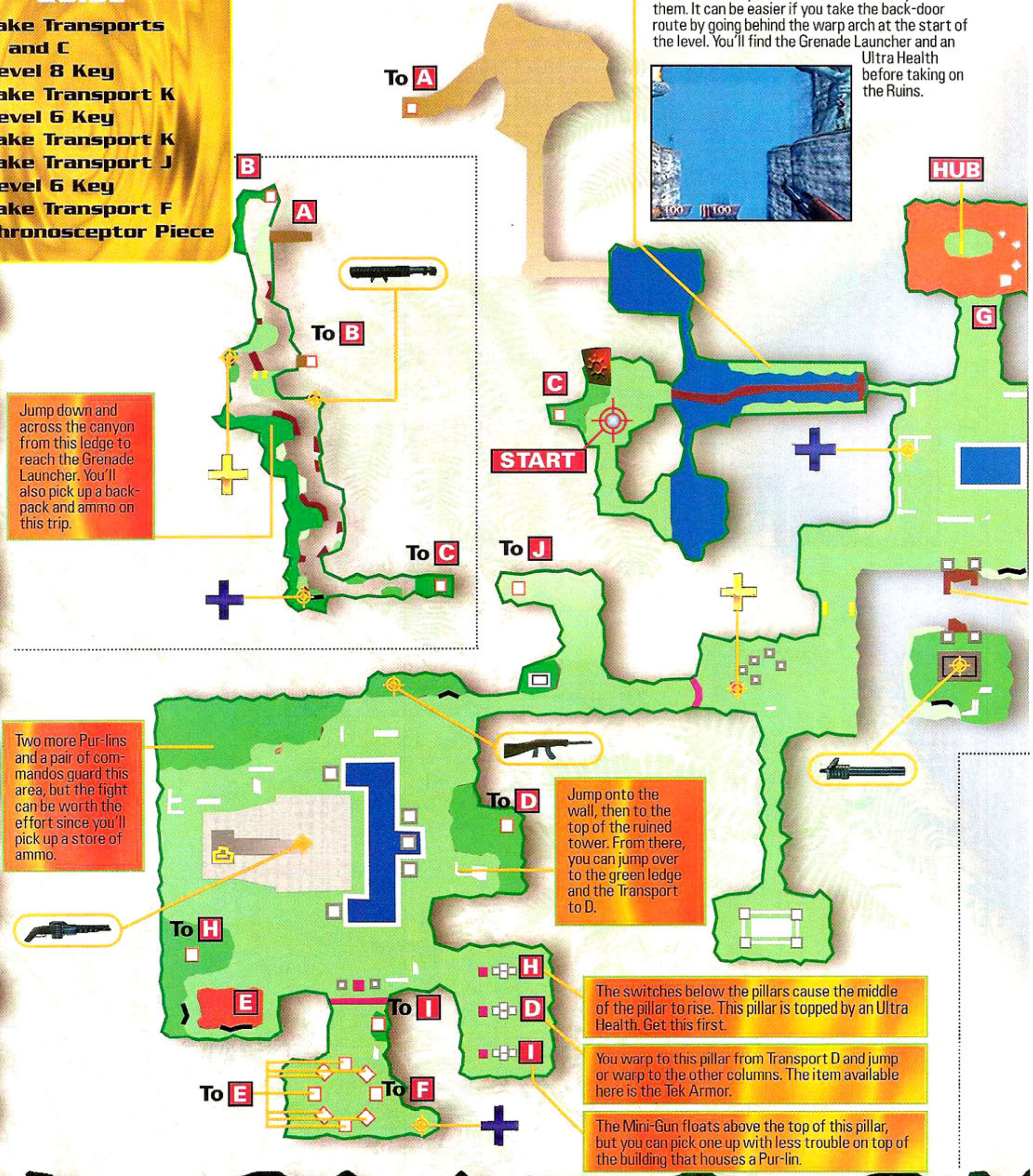
THE RUINS

GET & GO GUIDE

1. Take Transports A and C
2. Level 8 Key
3. Take Transport K
4. Level 6 Key
5. Take Transport K
6. Take Transport J
7. Level 6 Key
8. Take Transport F
9. Chronosceptor Piece

Look Up to Live

Along the canyon walls, snipers await. Use the assault rifle to pick them off as soon as you see them. It can be easier if you take the back-door route by going behind the warp arch at the start of the level. You'll find the Grenade Launcher and an Ultra Health before taking on the Ruins.



Jump down and across the canyon from this ledge to reach the Grenade Launcher. You'll also pick up a backpack and ammo on this trip.

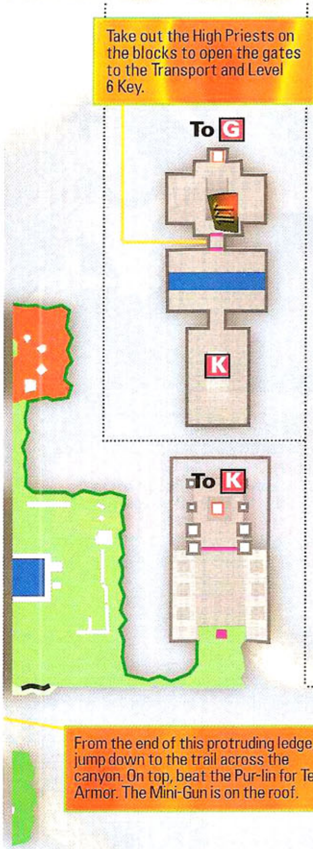
Two more Pur-lins and a pair of commandos guard this area, but the fight can be worth the effort since you'll pick up a store of ammo.

Jump onto the wall, then to the top of the ruined tower. From there, you can jump over to the green ledge and the Transport to D.

The switches below the pillars cause the middle of the pillar to rise. This pillar is topped by an Ultra Health. Get this first.

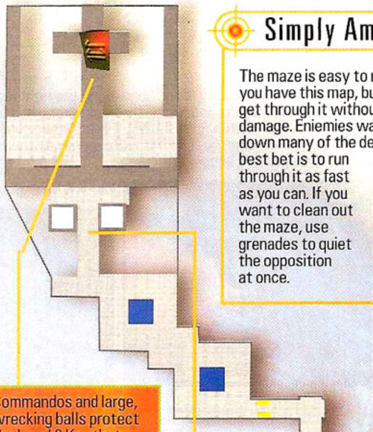
You warp to this pillar from Transport D and jump or warp to the other columns. The item available here is the Tek Armor.

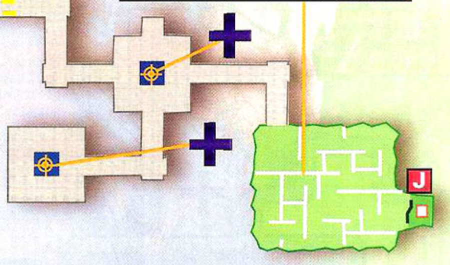
The Mini-Gun floats above the top of this pillar, but you can pick one up with less trouble on top of the building that houses a Pur-lin.



Take out the High Priests on the blocks to open the gates to the Transport and Level 6 Key.

From the end of this protruding ledge, jump down to the trail across the canyon. On top, beat the Pur-lin for Tek Armor. The Mini-Gun is on the roof.



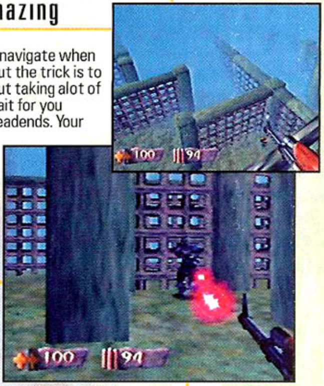


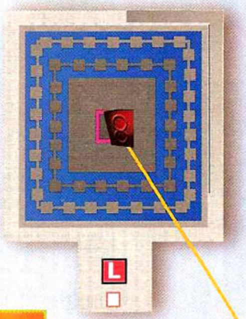
Commandos and large, wrecking balls protect the Level 6 Key that you find here. More enemies keep warping in to the fight. Be prepared for a bloodbath.

A flame-throwing Pur-lin guards the inner gate to the key room. You can pick up Tek Arrows in the pool just before you get there and a backpack afterward.

Simply Amazing

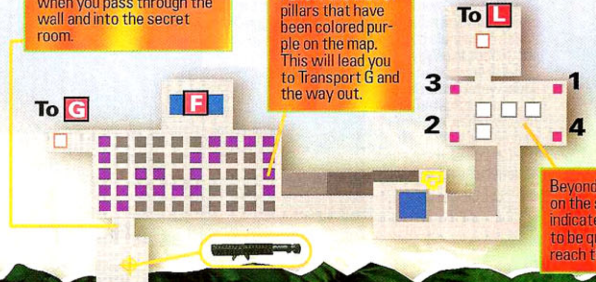
The maze is easy to navigate when you have this map, but the trick is to get through it without taking alot of damage. Eniemies wait for you down many of the deadends. Your best bet is to run through it as fast as you can. If you want to clean out the maze, use grenades to quiet the opposition at once.





LEGEND

25% Health..... ✚
Full Health...... ✚
Ultra Health..... ✚
Transport... ☐
Switch... ■
Bridge/ Ladder.. ▬
Vine.... ▬
Cave.... ▬
Water.. ▬
Ground ▬
Level 6 Key..........
Level 8 Key..........
Chronosceptor Piece...



In this area, you can walk straight through a solid wall into a room with statues and the Grenade Launcher. The yellow flash signals when you pass through the wall and into the secret room.

Follow the trail of pillars that have been colored purple on the map. This will lead you to Transport G and the way out.

Beyond the flaming hall, step on the switches in the order indicated on the map. You have to be quick if you want to reach the upper level.

Atop the Waterfalls

Climb the outer ramp to reach the top of the waterfall in this room. The Chronoscepter Piece is on the middle platform, but the statues of Leapers will come to life. Be ready for them.

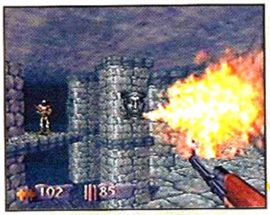
THE CATACOMBS

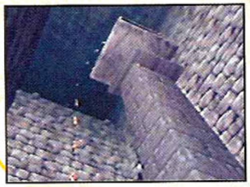
GET & GO GUIDE

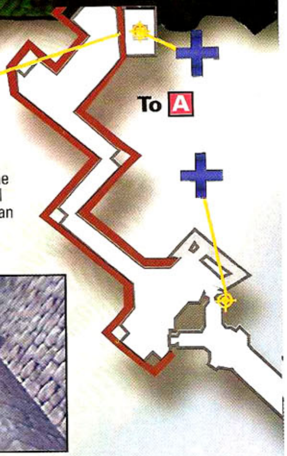
1. **Defeat High Priest**
2. **Level 8 Key**
3. **Chronosceptor Piece**
4. **Take Transport A**
5. **Take Transport B**
6. **Drain Water**
7. **Level 6 Key**
8. **Fight Mantis for Level 8 Key**

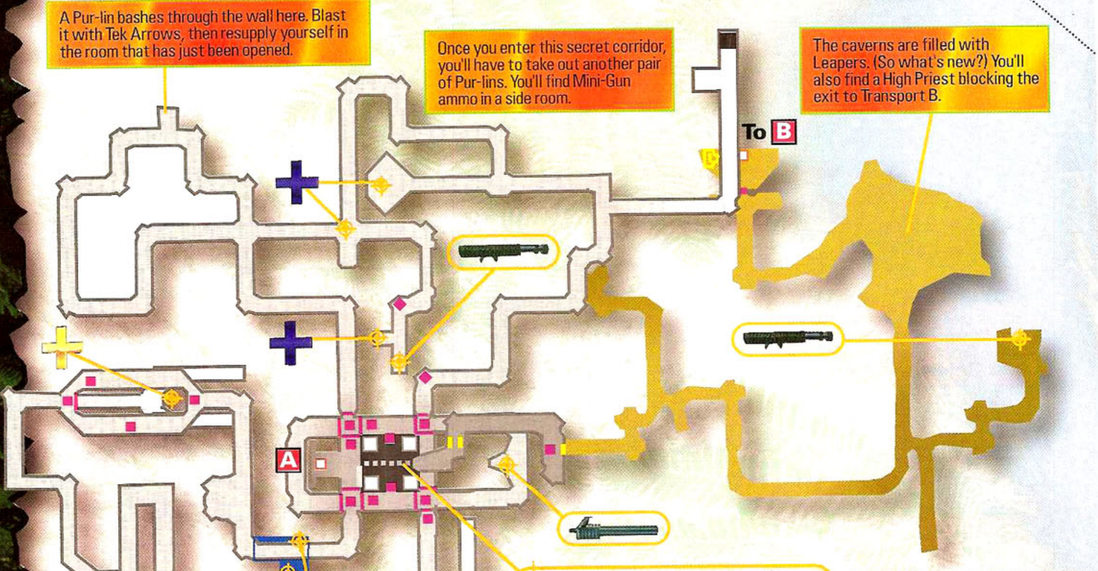
Climbing the Walls

To reach the wall-climbing room, head along the right ledge. Natives with blowguns and flame-throwing stone heads make the trip warm. In the switch room, hit the switch, then climb the wall with protruding stones just as if it were a vine. At the top, you can save, then jump to Transport A.









A Pur-lin bashes through the wall here. Blast it with Tek Arrows, then resupply yourself in the room that has just been opened.

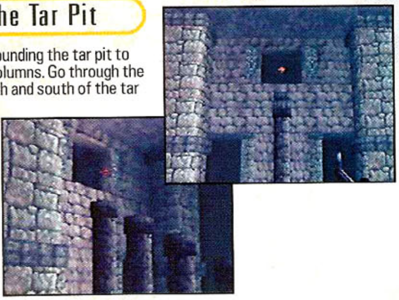
Once you enter this secret corridor, you'll have to take out another pair of Pur-lins. You'll find Mini-Gun ammo in a side room.

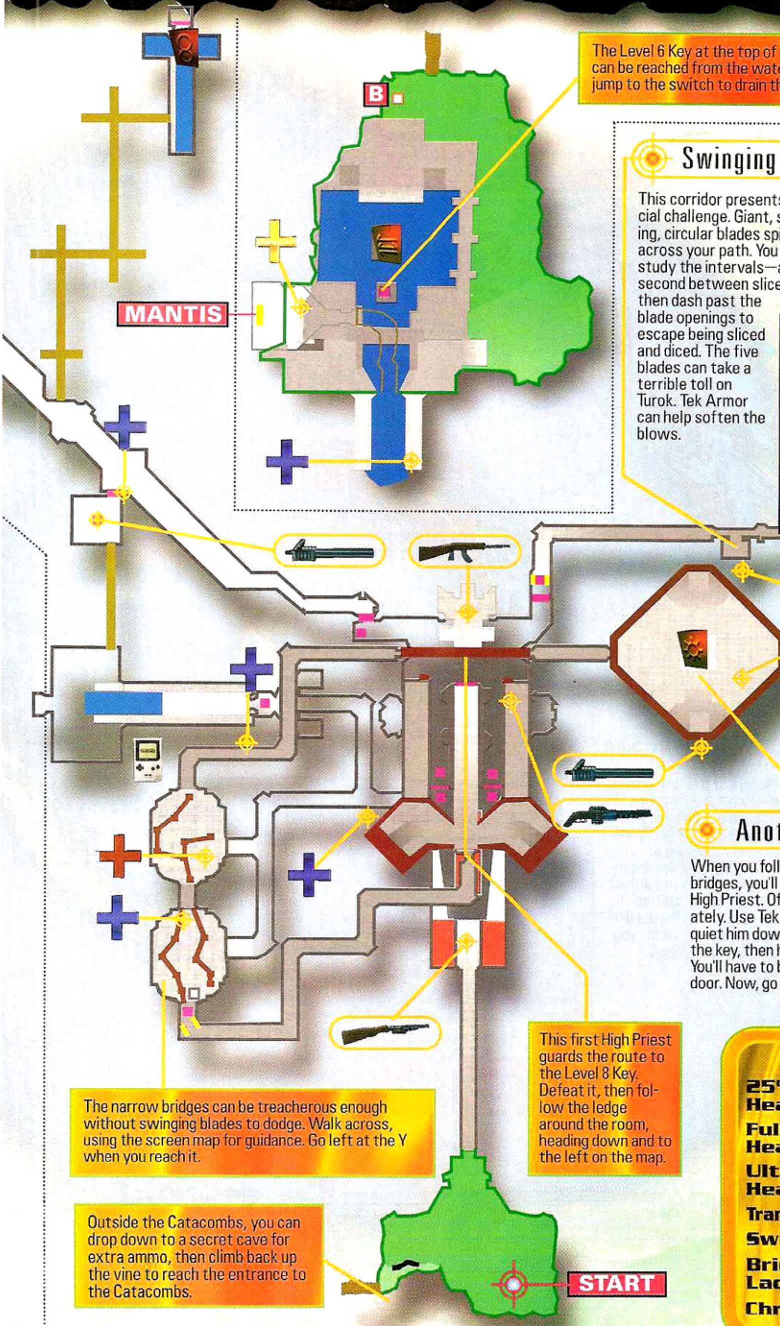
The caverns are filled with Leapers. (So what's new?) You'll also find a High Priest blocking the exit to Transport B.

Step through the wall where you see the stone on the floor. Follow the passage to the end. You'll find lots of ammo, health and Beetles.

Trouble in the Tar Pit

Step on every switch surrounding the tar pit to open doors and raise the columns. Go through the series of tunnels both north and south of the tar pit. Collect the Wave Generator weapon in the underwater area. Once you have activated all the switches, a stairway of columns will lead to the far side of the pit and a tunnel leading to Transport B.

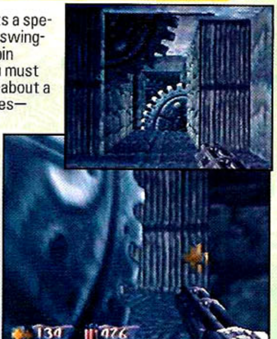


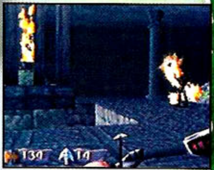


The Level 6 Key at the top of the central pillar in the pond can be reached from the water. Climb the column, then jump to the switch to drain the water below.

Swinging Blades of Peril

This corridor presents a special challenge. Giant, swinging, circular blades spin across your path. You must study the intervals—about a second between slices—then dash past the blade openings to escape being sliced and diced. The five blades can take a terrible toll on Turok. Tek Armor can help soften the blows.





Another Day, Another Key

When you follow the long tunnel and cross several bridges, you'll enter the chamber with the second High Priest. Of course, you come under fire immediately. Use Tek Arrows or the Grenade Launcher to quiet him down. Jump over to the platform to retrieve the key, then head out the right side of the room. You'll have to be on the upper ledge to reach the exit door. Now, go look for the Chronosceptor Piece.

The narrow bridges can be treacherous enough without swinging blades to dodge. Walk across, using the screen map for guidance. Go left at the Y when you reach it.

This first High Priest guards the route to the Level 8 Key. Defeat it, then follow the ledge around the room, heading down and to the left on the map.

Outside the Catacombs, you can drop down to a secret cave for extra ammo, then climb back up the vine to reach the entrance to the Catacombs.

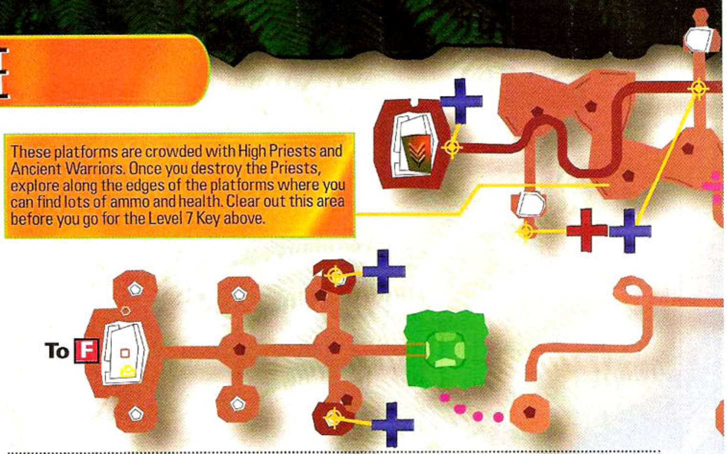
LEGEND

25% Health.....	✚	Vine.....	▬
Full Health......	✚	Cave....	▬
Ultra Health......	✚	Water..	▬
Transport...	□	Ground	🟩
Switch...	■	Level 6 Key..........	▨
Bridge/ Ladder..	▬	Level 8 Key..........	▨
Chronosceptor Piece...	▨		

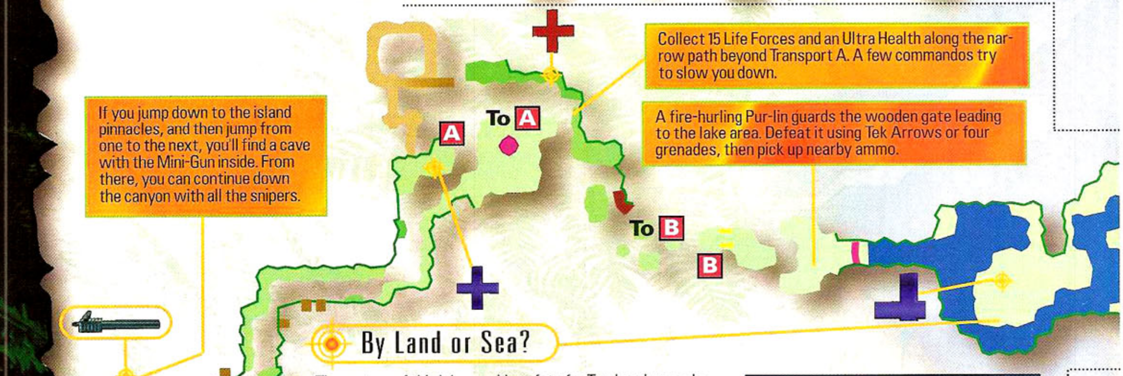
TREETOP VILLAGE

GET & GO GUIDE

1. Take Transports A, B and C
2. Level 7 Key
3. Take Transport F
4. Level 7 Key
5. Take Transport G
6. Level 7 Key
7. Chronosceptor Piece



These platforms are crowded with High Priests and Ancient Warriors. Once you destroy the Priests, explore along the edges of the platforms where you can find lots of ammo and health. Clear out this area before you go for the Level 7 Key above.



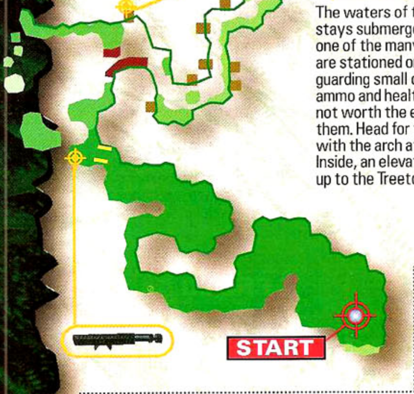
Collect 15 Life Forces and an Ultra Health along the narrow path beyond Transport A. A few commandos try to slow you down.

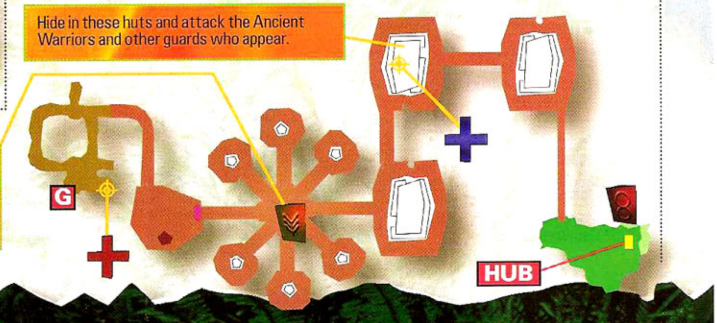
A fire-hurling Pur-lin guards the wooden gate leading to the lake area. Defeat it using Tek Arrows or four grenades, then pick up nearby ammo.

If you jump down to the island pinnacles, and then jump from one to the next, you'll find a cave with the Mini-Gun inside. From there, you can continue down the canyon with all the snipers.

By Land or Sea?

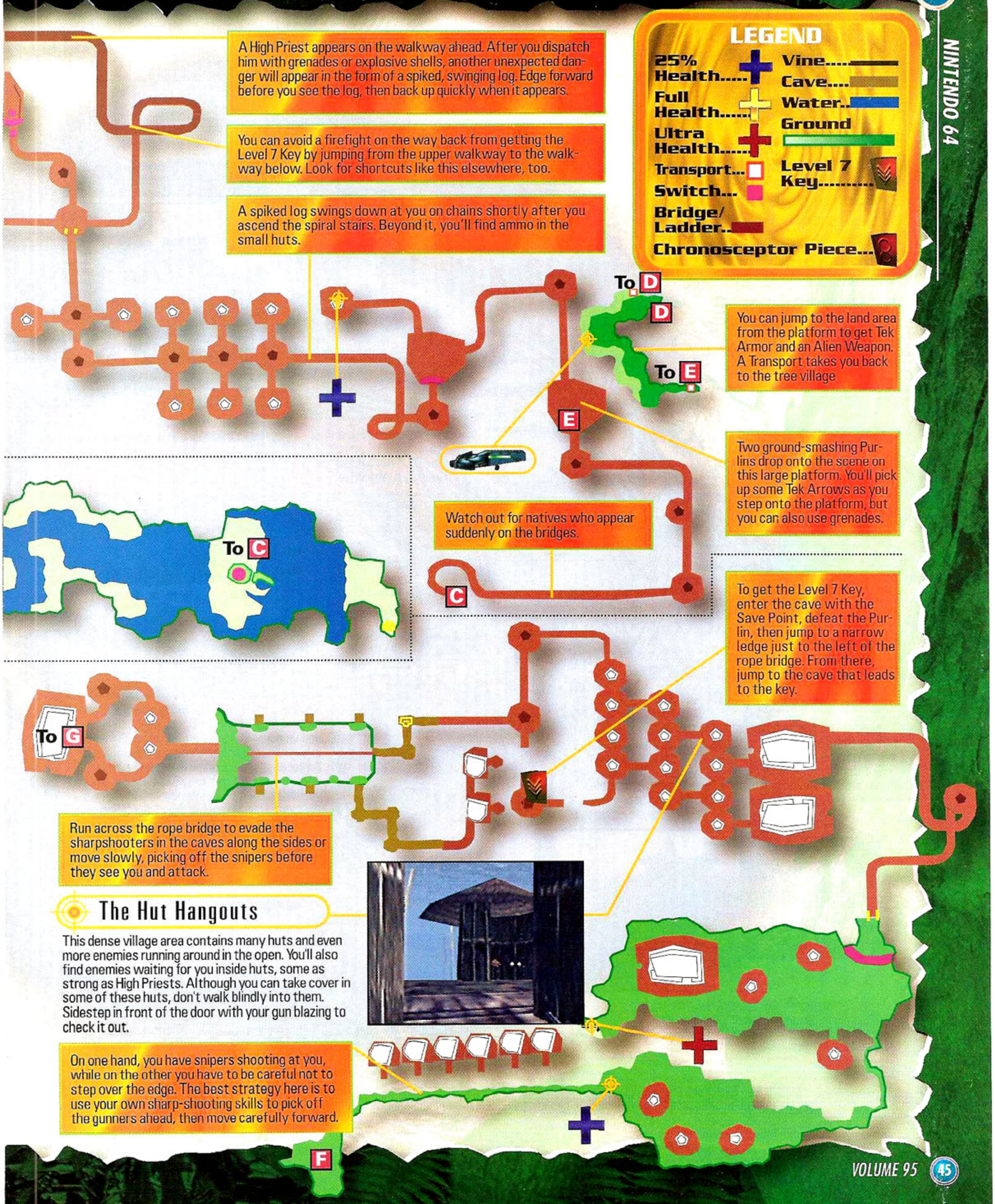
The waters of this lake provide safety for Turok as long as he stays submerged. But once you stick your head out, or jump onto one of the many islands, you'll find a hot reception. Alien Infantry are stationed on many islands, guarding small caches of ammo and health. It's probably not worth the effort to defeat them. Head for the big tree with the arch at the waterline. Inside, an elevator will lift you up to the Treetop Village.





Hide in these huts and attack the Ancient Warriors and other guards who appear.

This final Level 7 Key is right out in the open. Once you grab the key, head up a ramp into a hut. Use a grenade to evict the occupant, then pick off the other enemies from there. You'll find lots of ammo in the huts, as well.



LEGEND

25% Health..... ✚
Full Health..... ✚
Ultra Health..... ✚
Transport... ☐
Switch... ■
Bridge/ Ladder.. ▬
Chronosceptor Piece...
Vine.... ▬
Cave.... ▬
Water.. ▬
Ground ▬
Level 7 Key..........

A High Priest appears on the walkway ahead. After you dispatch him with grenades or explosive shells, another unexpected danger will appear in the form of a spiked, swinging log. Edge forward before you see the log, then back up quickly when it appears.

You can avoid a firefight on the way back from getting the Level 7 Key by jumping from the upper walkway to the walkway below. Look for shortcuts like this elsewhere, too.

A spiked log swings down at you on chains shortly after you ascend the spiral stairs. Beyond it, you'll find ammo in the small huts.

You can jump to the land area from the platform to get Tek Armor and an Alien Weapon. A Transport takes you back to the tree village

Two ground-smashing Purlins drop onto the scene on this large platform. You'll pick up some Tek Arrows as you step onto the platform, but you can also use grenades.

Watch out for natives who appear suddenly on the bridges.

To get the Level 7 Key, enter the cave with the Save Point, defeat the Purlin, then jump to a narrow ledge just to the left of the rope bridge. From there, jump to the cave that leads to the key.

Run across the rope bridge to evade the sharpshooters in the caves along the sides or move slowly, picking off the snipers before they see you and attack.

The Hut Hangouts

This dense village area contains many huts and even more enemies running around in the open. You'll also find enemies waiting for you inside huts, some as strong as High Priests. Although you can take cover in some of these huts, don't walk blindly into them. Sidestep in front of the door with your gun blazing to check it out.

On one hand, you have snipers shooting at you, while on the other you have to be careful not to step over the edge. The best strategy here is to use your own sharp-shooting skills to pick off the gunners ahead, then move carefully forward.

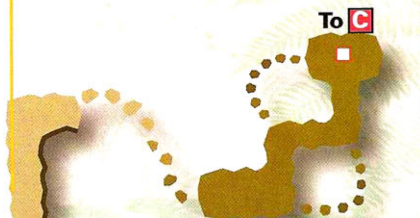
THE LOST LAND

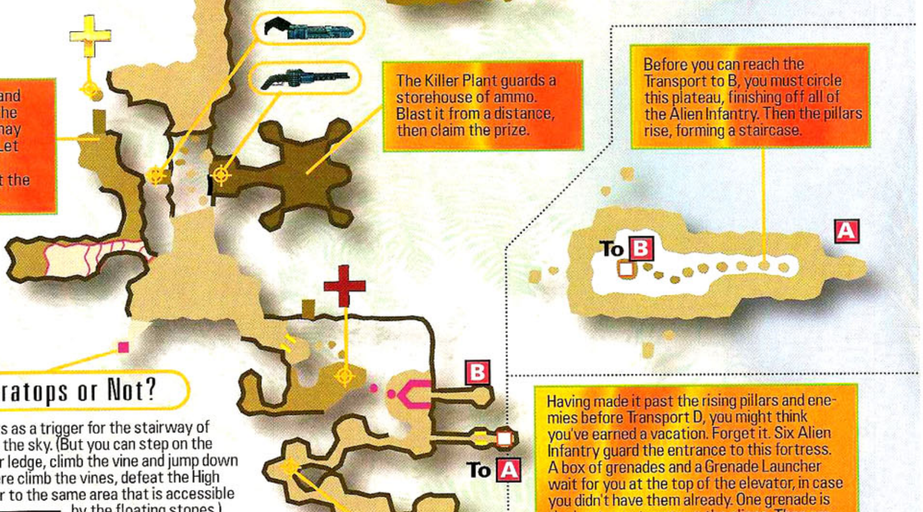
GET & GO GUIDE

1. Take Transport A
2. Take Transport B
3. Fusion Rifle
4. Take Transport C
5. Rocket Launcher
6. Level 8 Key
7. Take Transport D
8. Take Transport G
9. Level 8 Key
10. Chronosceptor Piece

The Sky is Falling

As you move along the straight path, several rock slides will crash down. Move ahead slowly and back up quickly when you hear the telltale sound of boulders. Just after that, you must defeat a High Priest to trigger the appearance of another stairway of floating stone platforms.





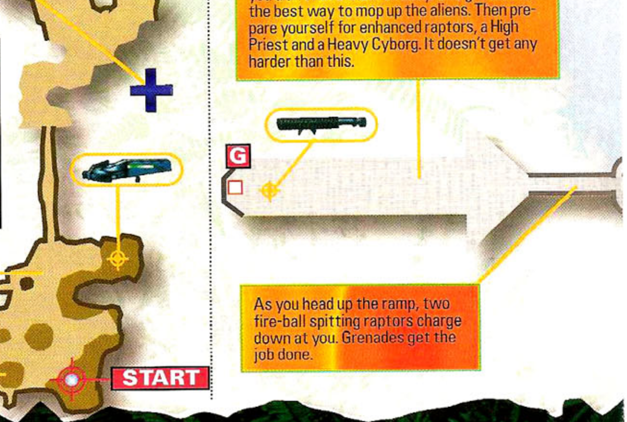
If the High Priest and raptor appear at the same time, they may fight each other. Let one finish off the other, then defeat the remaining enemy.

The Killer Plant guards a storehouse of ammo. Blast it from a distance, then claim the prize.

Before you can reach the Transport to B, you must circle this plateau, finishing off all of the Alien Infantry. Then the pillars rise, forming a staircase.

To Triceratops or Not?

The triceratops acts as a trigger for the stairway of stones that float in the sky. (But you can step on the switch on the lower ledge, climb the vine and jump down the steps. From there climb the vines, defeat the High Priest and jump over to the same area that is accessible by the floating stones.)

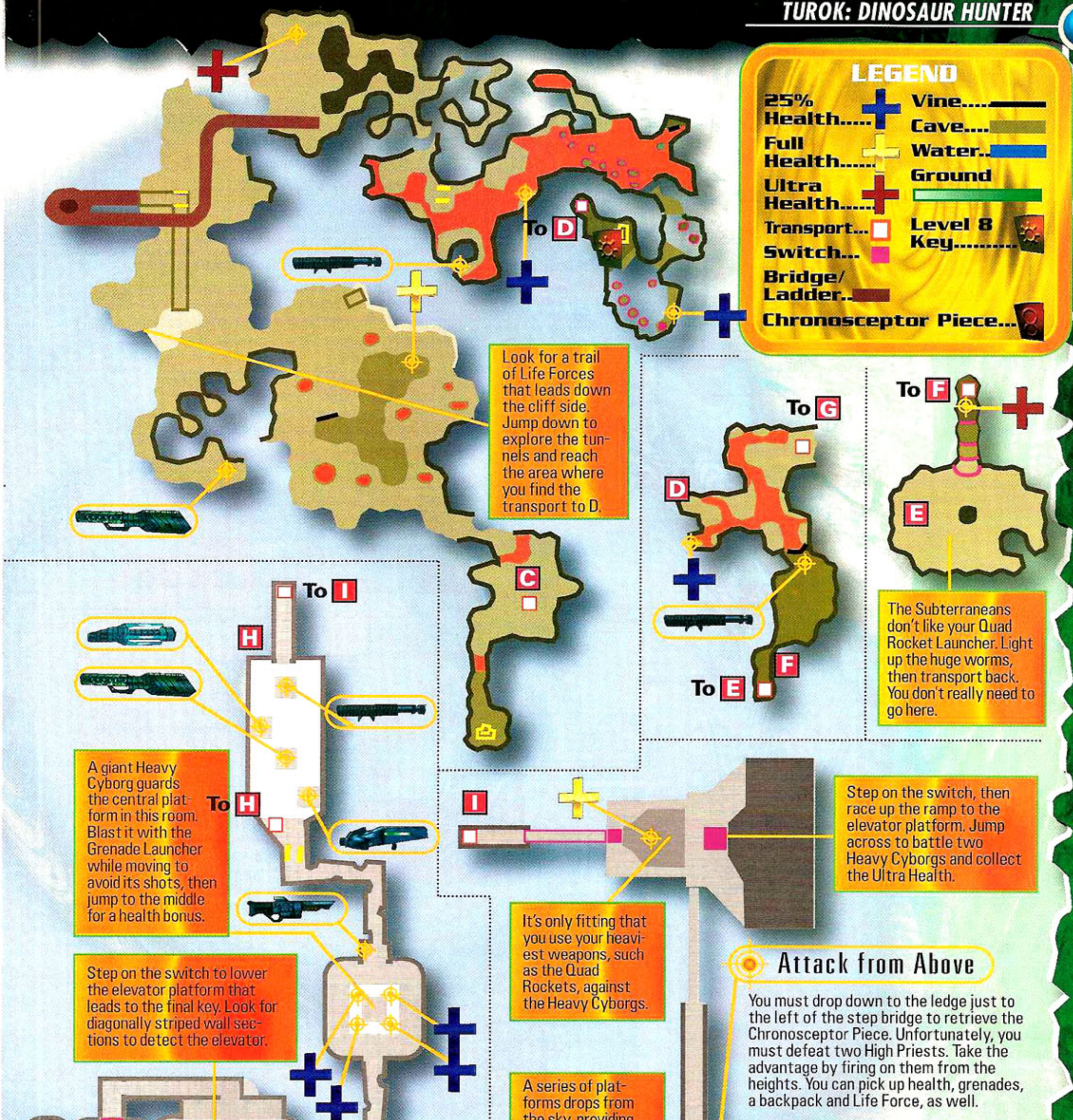


Having made it past the rising pillars and enemies before Transport D, you might think you've earned a vacation. Forget it. Six Alien Infantry guard the entrance to this fortress. A box of grenades and a Grenade Launcher wait for you at the top of the elevator, in case you didn't have them already. One grenade is the best way to mop up the aliens. Then prepare yourself for enhanced raptors, a High Priest and a Heavy Cyborg. It doesn't get any harder than this.

Beetles roam throughout the opening area of the Lost Land. The best way to defeat them is to use your knife and turn around.

Jump between the pillars to pick up Life Force. You can find an Alien Weapon near where you begin the stage, as well.

As you head up the ramp, two fire-ball spitting raptors charge down at you. Grenades get the job done.


LEGEND
25% Health.....
Full Health......
Ultra Health.....
Transport...
Switch...
Bridge/ Ladder..
Chronosceptor Piece...
Vine....
Cave....
Water..
Ground
Level 8 Key..........
To D
To G
To F
D
E
C
To I
H
To H
To E
F
I

Look for a trail of Life Forces that leads down the cliff side. Jump down to explore the tunnels and reach the area where you find the transport to D.

The Subterraneans don't like your Quad Rocket Launcher. Light up the huge worms, then transport back. You don't really need to go here.

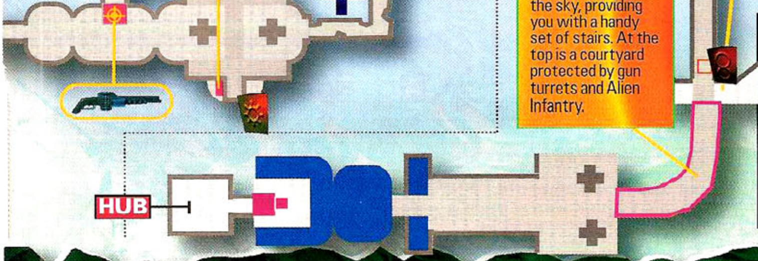
A giant Heavy Cyborg guards the central platform in this room. Blast it with the Grenade Launcher while moving to avoid its shots, then jump to the middle for a health bonus.

Step on the switch, then race up the ramp to the elevator platform. Jump across to battle two Heavy Cyborgs and collect the Ultra Health.

It's only fitting that you use your heaviest weapons, such as the Quad Rockets, against the Heavy Cyborgs.

Step on the switch to lower the elevator platform that leads to the final key. Look for diagonally striped wall sections to detect the elevator.

A series of platforms drops from the sky, providing you with a handy set of stairs. At the top is a courtyard protected by gun turrets and Alien Infantry.



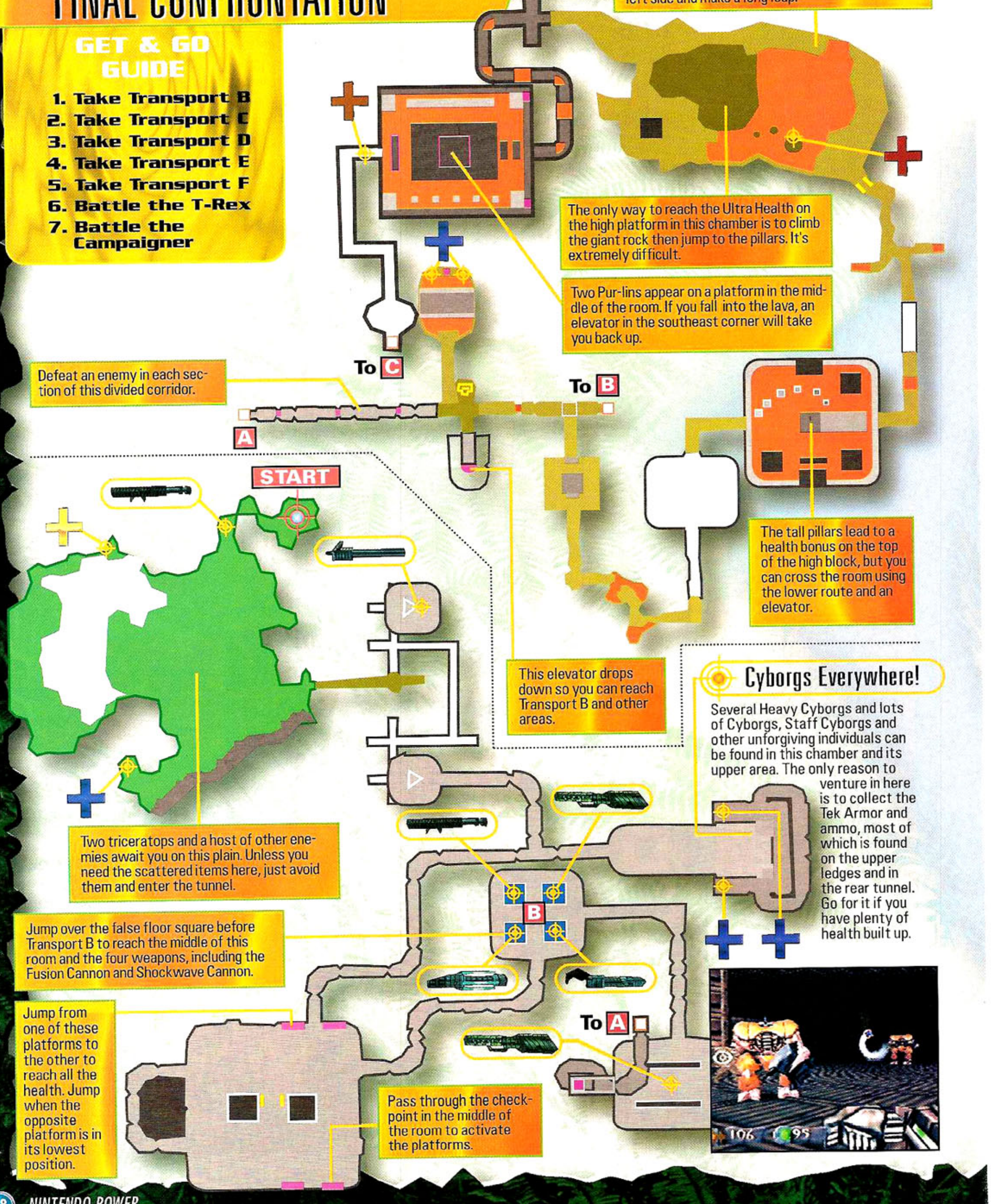
Attack from Above

You must drop down to the ledge just to the left of the step bridge to retrieve the Chronosceptor Piece. Unfortunately, you must defeat two High Priests. Take the advantage by firing on them from the heights. You can pick up health, grenades, a backpack and Life Force, as well.

FINAL CONFRONTATION

GET & GO GUIDE

1. **Take Transport B**
2. **Take Transport C**
3. **Take Transport D**
4. **Take Transport E**
5. **Take Transport F**
6. **Battle the T-Rex**
7. **Battle the Campaigner**



The right side of the gap may look shorter, but you'll only make the jump if you aim toward the left side and make a long leap.

The only way to reach the Ultra Health on the high platform in this chamber is to climb the giant rock then jump to the pillars. It's extremely difficult.

Two Pur-lins appear on a platform in the middle of the room. If you fall into the lava, an elevator in the southeast corner will take you back up.

Defeat an enemy in each section of this divided corridor.

The tall pillars lead to a health bonus on the top of the high block, but you can cross the room using the lower route and an elevator.

This elevator drops down so you can reach Transport B and other areas.

Two triceratops and a host of other enemies await you on this plain. Unless you need the scattered items here, just avoid them and enter the tunnel.

Jump over the false floor square before Transport B to reach the middle of this room and the four weapons, including the Fusion Cannon and Shockwave Cannon.

Jump from one of these platforms to the other to reach all the health. Jump when the opposite platform is in its lowest position.

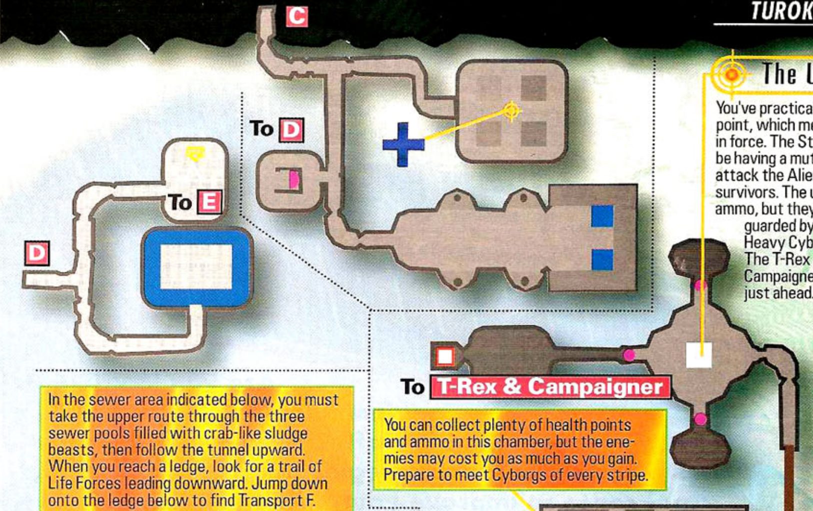
Pass through the checkpoint in the middle of the room to activate the platforms.

Cyborgs Everywhere!

Several Heavy Cyborgs and lots of Cyborgs, Staff Cyborgs and other unforgiving individuals can be found in this chamber and its upper area. The only reason to venture in here is to collect the Tek Armor and ammo, most of which is found on the upper ledges and in the rear tunnel. Go for it if you have plenty of health built up.

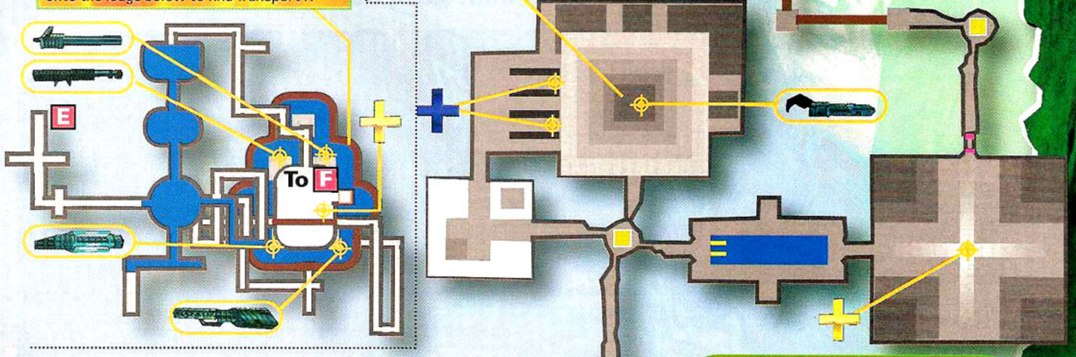
The Ultimate Test

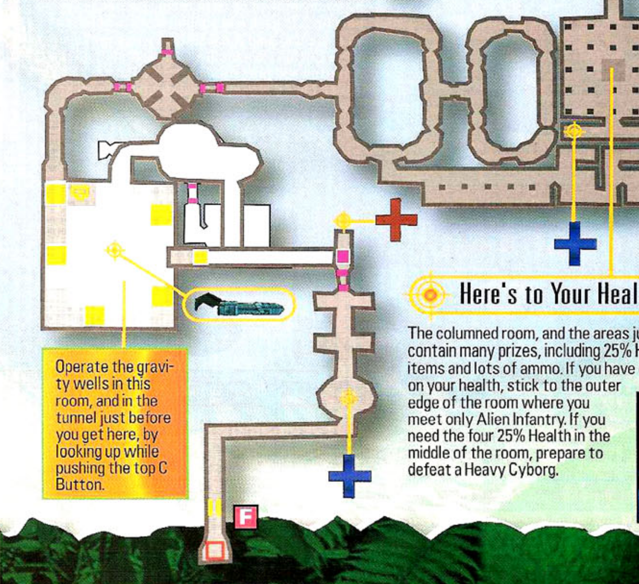
You've practically reached the end at this point, which means that the troops will be out in force. The Staff Cyborgs, however, seem to be having a mutiny. Sit back and let them attack the Alien Infantry, then go after the survivors. The upper rooms have lots of ammo, but they are guarded by Heavy Cyborgs. The T-Rex and Campaigner are just ahead.



In the sewer area indicated below, you must take the upper route through the three sewer pools filled with crab-like sludge beasts, then follow the tunnel upward. When you reach a ledge, look for a trail of Life Forces leading downward. Jump down onto the ledge below to find Transport F.

You can collect plenty of health points and ammo in this chamber, but the enemies may cost you as much as you gain. Prepare to meet Cyborgs of every stripe.





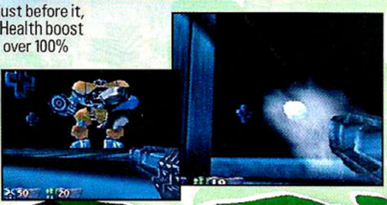
Operate the gravity wells in this room, and in the tunnel just before you get here, by looking up while pushing the top C Button.

LEGEND

25% Health..... ✚
Full Health..... ✚
Ultra Health..... ✚
Switch... ■
Transport.......... □
Bridge/Ladder... ▬
Chronosceptor Piece... ▨
Vine..... ▬
Cave.... ▬
Water.. ▬
Ground ▬

Here's to Your Health

The columned room, and the areas just before it, contain many prizes, including 25% Health boost items and lots of ammo. If you have over 100% on your health, stick to the outer edge of the room where you meet only Alien Infantry. If you need the four 25% Health in the middle of the room, prepare to defeat a Heavy Cyborg.



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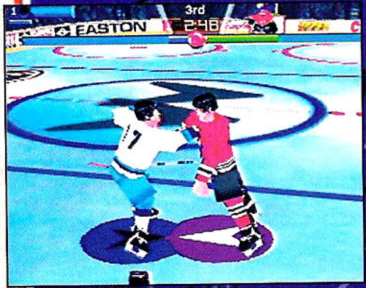
WAYNE GRETZKY'S 3D HOCKEY™

Are you looking for a winning game plan to get your team in the play-offs? Power has the offensive and defensive strategies, top player picks and cool codes to improve your hockey skills.

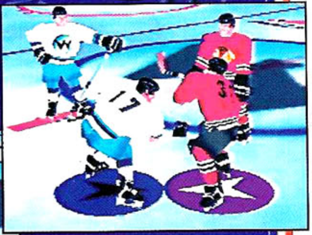
FISTS OF FURY

Beneath each player's name is his Anger Meter. As your player is checked, tripped, hooked or blocked, his Anger Meter will swell to the breaking point. Do you know how to defend your team's honor when the gloves hit the ice? Check out these important scrapping strategies.



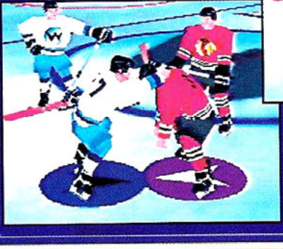
HEAVY HITTERS

Grabbing and punching or unleashing an uppercut on your opponent will inflict the most damage in a fight, but both attacks can be easily broken up with timely jabs and punches. To grab and punch, skate in close to your foe and hold the A Button while pressing the B Button. To execute an uppercut, hold the A Button and press the bottom C Button. These blows are best for defeating the most brawny opponents.



STING LIKE A BEE

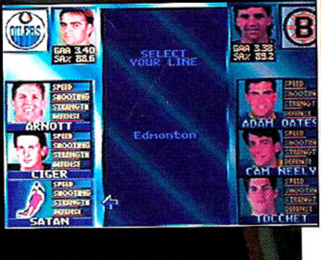
Tap the A Button to jab your opponent. Similar to punches, jabs will disrupt your opponent but inflict only minor damage. Try unloading several jabs before countering with your own grab or uppercut.



Press the B Button to release a punch at your opponent. Swift punches inflict very little damage, but you can use the move to stop an uppercut or keep your foe from grabbing you.

"...AND THAT'S THE NEW JERSEY DEVILS, MA'AM."

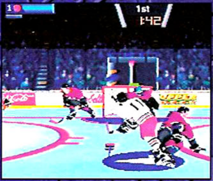
Game counselors at Nintendo's Call Center have received a number of calls about a player named "Satan" in the Edmonton Oilers line up. Leaping Lucifer! Did Old Nick trade in his pointed pitchfork for a hockey stick? While the devil might have made them do it, Midway's developers didn't have a picture available of Miroslav Satan, a 6'1, 176-lb., Slovakian forward for the Oilers, in time for game production. Game counselors and Midway insist that all of the players in Wayne Gretzky's 3-D Hockey have skates, not hooves.



OFFENSE

SQUARE UP

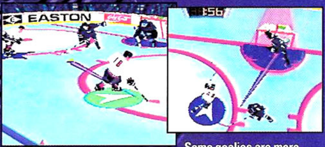
Your player has a better chance of scoring if he prepares his shot by squaring up in front of the goal. To square up, hold your Shot Button down for a moment before shooting the puck. You can increase your scoring chances further by moving as close as possible to the net, but the goalie might poke-check you if you do.



Hold your Shot Button for a brief moment to square up in front of the goal. The drawback to squaring up in front of the net is that your player is vulnerable to checking by opposing players, including aggressive goalies carrying big sticks.

ONE-TIMERS

A one-timer is a quick pass to a second player who immediately shoots the puck at the net. One-timers are considered the best way to score goals, since the first player draws the goalie out of position, giving the second player a better shot at the net. To execute a one-timer with a computer player, line up a pass with a teammate, then press the A Button and the B Button.



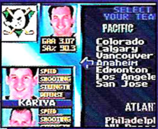
Some goalies are more effective at blocking one-timers from one direction than others. Watch your shots and look for weak spots. If you find one and continually aim for it, you'll increase your chances of slipping the puck between the posts.

DEFENSE

DON'T SWITCH GOALIES

Unless you're trying to handicap your team, don't change the goalies. Your team's best goalie is already assigned, and the game does not simulate slumps. Gamers who change goalies do so because they want to sub in a sentimental favorite or because they're desperately trying to halt your scoring streak.

Every goalie in the game can transform into an impenetrable brick wall, provided you're playing in Arcade mode and the goalie has blocked five consecutive shots.


SELECT
YOUR TEA
GAA 3.07
SA% 90.3
PACIFIC
Colorado
Calgary
Vancouver
Anaheim
Edmonton
Los Angele
San Jose
SPEED
SHOOTING
STRENGTH
DEFENSE
KARIYA
ATLAN
Philadelpl

If you've never tried switching a goalie, tap the R Button on top of your controller while you choose your player. Human players cannot control their goalies.

THERE'S NO "I" IN TEAM

When the opposition skates away with the puck, join the chase and help your team. Many human players loiter by the goal on the other side of the rink, hoping for a long pass that will lead to a one-on-one session with the goalie. Don't let your team fight off self-inflicted power plays.

DON'T

Try not to be
your victim c
own teammat
strategies re
option is turn

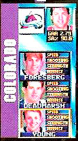
**Tripping can be
effective mean
forcing a turnov
you need to kee
eye on your fell
teammates. Th
between friend
your foe and a t**

THE OPTIMUM OFFENSE

The optimum offensive lines are listed on the right. You can mix and match players between lines whenever you select a multi-player game, but you cannot select two players that play the same position.

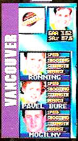
PACIFIC

#1


COLORADO
GAA 2.79
SA% 90.8
FORESBERG
DEADMARSH
YOUNG

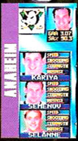
FORESBERG
DEADMARSH
YOUNG

#2


VANCOUVER
GAA 3.62
SA% 87.6
RONNING
PAVEL BURE
MOGILNY

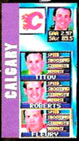
RONNING
PAVEL BURE
MOGILNY

#3


ANAHEIM
GAA 3.07
SA% 90.3
KARIYA
SEMENOV
SELANNE

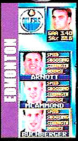
KARIYA
SEMENOV
SELANNE

#4


CALGARY
GAA 2.97
SA% 89.5
TITOV
ROBERTS
FLEURY

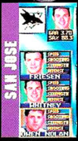
TITOV
ROBERTS
FLEURY

#5


EDMONTON
GAA 3.40
SA% 88.6
ARNOTT
MCAMMOND
BUCHBERGER

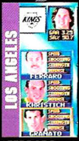
ARNOTT
MCAMMOND
BUCHBERGER

#6


SAN JOSE
GAA 3.70
SA% 88.3
FRIESEN
WHITNEY
OWEN NOLAN

FRIESEN
WHITNEY
OWEN NOLAN

#7


LOS ANGELES
GAA 3.29
SA% 90.7
FERRARO
KHRISTICH
GRANATO

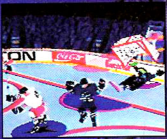
FERRARO
KHRISTICH
GRANATO

#

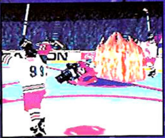
YZ
PR
FE

POWER SHOTS

If you're playing in Arcade Mode, you can pull off supersonic Power Shots if your player has Turbo Power. (A player has Turbo Power if the direction arrow beneath his skates is white.) To use your Turbo Power on a Power Shot, tap the bottom C Button and the A Button at the same time. Check out the Power Shot tips listed below.



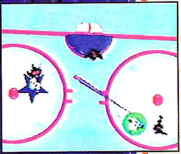
Slam the goalie into the net by skating between the face-off circles in front of the net before pressing the A Button and the bottom C Button at the same time.

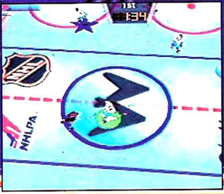


Ignite the net by pressing the A Button and the C Button anywhere in front of the goalie. If the goalie is prepared, he can douse your flaming shot with his stick.

MAKE A PLAY

If you're playing a multi-player game, you can design formations to befuddle the computer's defense and throw the goalie out of position. One basic play is to keep your players in a triangular formation in front of the goal and set up for a quick series of one-timers.

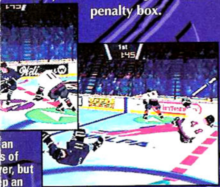




Skate into a triangular formation with one player at center ice and two other players on each side of the goal. This play lets you pass to an open teammate for an easy one-timer opportunity.

BE A TRIPPING DIP

a dip when you decide to trip–isolate arefully or you may trip one of your tes instead. If you like to use tripping gularly, make sure the Penalties ed off or you'll bumble right into the penalty box.

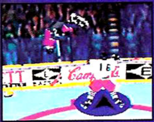


an
s of
er, but
p an
ow
e game doesn't let you discriminate
or foe, so you could potentially dump
eammate with a single trip.

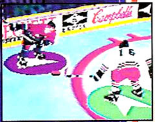
THE STEAL DEALS

Turnovers are the key to winning games when you're playing against the computer. You can check, trip, steal, or hook a player and force a turnover, but you need to modify your strategy depending on the game's configurations. Do not hook or trip while the Penalties option is on.

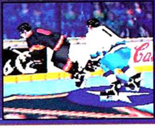
Use a body check to knock your opponent away from the puck. Press the left C Button near your victim.



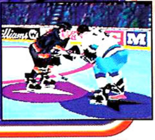
Tap the B Button to attempt to steal the puck. Players with high defense ratings can easily steal it.



Press the top C Button to trip a player. Tripping works best when you have the Penalties option turned off.



Tap the right C Button to hook a player and pull him away from the puck. Never hook while Penalties are on.



CODES

CENTRAL

#1

ERMAN
IMEAU
DOROV

#2

ED OLCZYK
DRAKE
KOROLEV

#3

CORSON
COURTNALL
BRETT HULL

#4

ROENICK
AMONTE
JOE MURPHY

#5

MADANO
MARSHALL
GREG ADAMS

#6

GILMOUR
MULLER
GAGNER

ATLAN

#1

LINDROS
HAWERCHUK
LECLAIR

#2

GRETZKY
ROBITAILLE
VERBEEK

#3

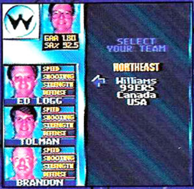
STRAKA
DAVE LOWRY
SHEPPARD

#4

JOE JUNEAU
PIVONKA
BONDRA

SUPER TEAMS

Ready for some real competition? On the Options Screen, hold down the L Button and press right C, left C, left C, right C, left C, left C, right C, left C and left C Button. When you go to the Team Selection Screen, you'll see four super teams, including USA and Canada teams.


GAA 1.80
SAV 92.5
SELECT YOUR TEAM
NORTHEAST
Williams
99ERS
Canada
USA
ED LOGG
TOLMAN
BRANDON

TV TIME-OUT

And now a word from your game's sponsors. Peruse Wayne Gretzky's 3-D Hockey's assortment of scrolling advertisements by pressing the Z Button on any Options Menu screen. This commercial break won't work if you try pressing the Z Button on a game-play menu screen.

Campbell's
SETUP
OPTIONS
CONTROLS
AUDIO
CHUNKY
UPPER DECK

TWO-PLAYER PRACTICE MODE

You'll need two controllers to enter two-player practice mode. On the Main Menu, highlight Practice Mode and hold the A Buttons on both controllers at exactly the same moment. This allows you to practice your moves with another player.

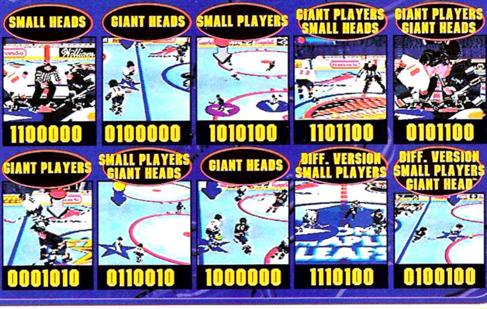
INVISIBLE PLAYERS

Pause the game during the opening face-off, then select the Replay option. You can make a player flash by pressing the L or the R Button. While the player is flashing, press the Z Button. You can do this with each player on the ice until your entire team is invisible.

1st
2:00
Nintendo
Williams

CHANGE PLAYER'S PHYSICAL ATTRIBUTES

Press and hold any C Button while on the Options Screen, then tap the R Button. If you entered the code correctly, 16 zeros will appear at the bottom of the screen. You can change the zeros by pressing the C Buttons. Enter the codes below and play your game a whole new way!



SMALL HEADS	1100000
GIANT HEADS	0100000
SMALL PLAYERS	1010100
GIANT PLAYERS SMALL HEADS	1101100
GIANT PLAYERS GIANT HEADS	0101100
GIANT PLAYERS	0001010
SMALL PLAYERS GIANT HEADS	0110010
GIANT HEADS	1000000
DIFF. VERSION SMALL PLAYERS	1110100
DIFF. VERSION SMALL PLAYERS GIANT HEAD	0100100

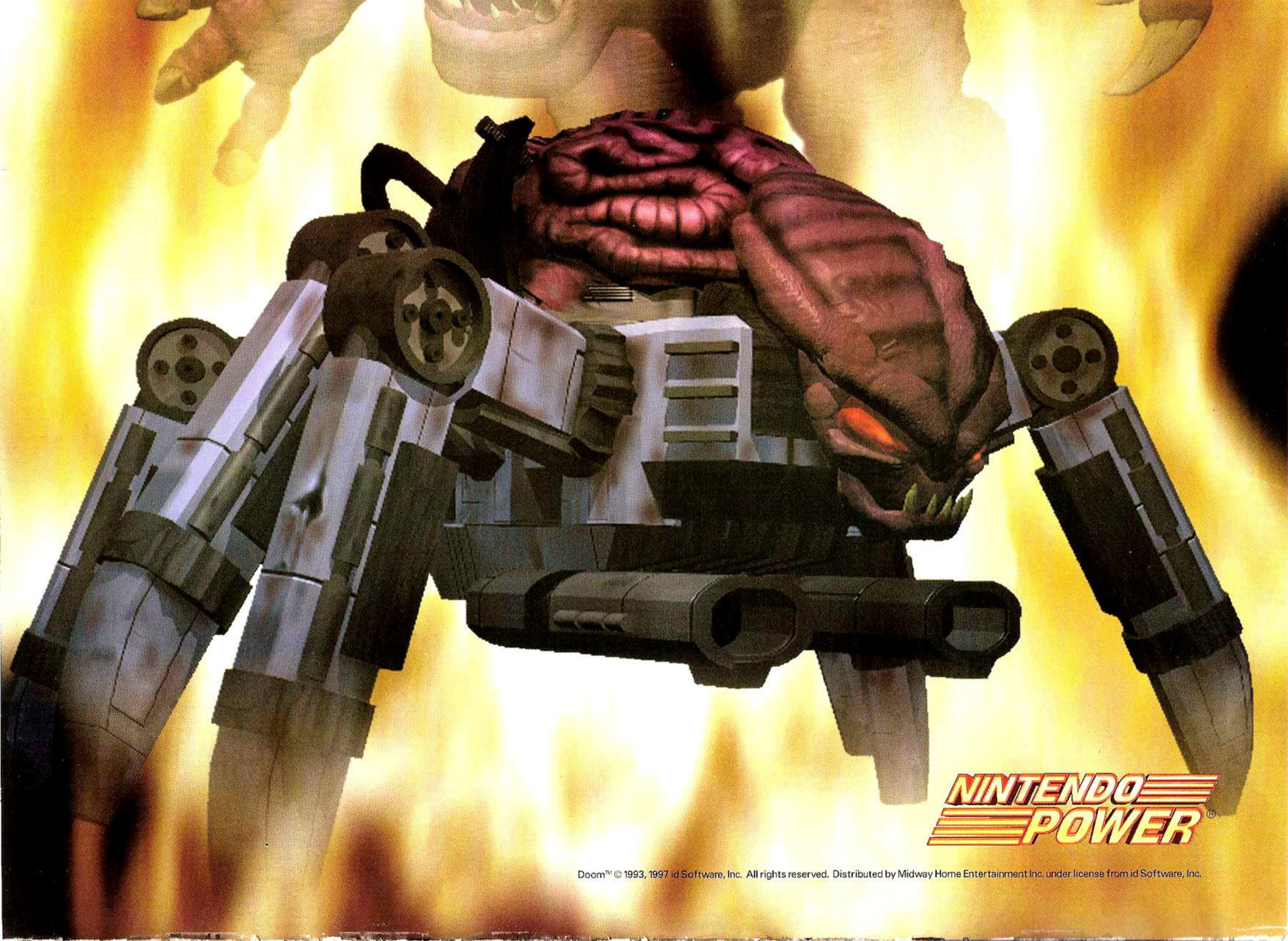
TIC

NORTHEAST

#5
#6
#7
#1
#2
#3
#4
#5
#6
NEW JERSEY
GAA 2.29 SAV 91.3
TAMPA BAY
GAA 2.50 SAV 91.8
NY ISLANDERS
GAA 3.91 SAV 87.7
PITTSBURGH
GAA 3.34 SAV 90.5
BOSTON
GAA 3.38 SAV 89.2
MONTREAL
GAA 2.82 SAV 91.2
BUFFALO
GAA 2.64 SAV 91.5
HARTFORD
GAA 3.14 SAV 90.5
OTTAWA
GAA 2.61 SAV 91.0

#5	#6	#7	#1	#2	#3	#4	#5	#6
SYKORA	BRADLEY	SEMAK	LEMIEUX	ADAM OATES	TURGEON	LAFONTAINE	SANDERSON	DAIGLE
ANDREYCHUK	YSEBAERT	DEREK KING	MILLER	CAM NEELY	DAMPHOUSSE	AUDETTE	SHANAHAN	CHORSKE
RICHER	SELIVANOV	PALFFY	JAGR	TOCCHET	RECCHI	JASON DAWE	NIKOLOSHIN	ALFREDSSON

DOOM 64™
COMING SOON TO YOUR
NINTENDO 64 FROM MIDWAY


NINTENDO POWER®

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ENTER THE RIFT

According to legend, when our universe was created, a Master Key was forged to lock away the infinite powers of the cosmos and all its secrets. The Key was broken and each piece was cast into different circles of reality for safekeeping. These realities are connected by one-way portals, or Dark Rifts. Only individuals who possess a fragment of the Master Key may traverse a dimensional threshold. Upon crossing, the Dark Rift will seal itself and disappear. The ancients say that when the pieces of the Master Key are reunited, the dimensions will converge to reveal the true center of the universe. This point of convergence is called the Vortex. Only the holder of the complete, reforged Master Key may step into the Vortex and claim its immeasurable power.

Turn the page, and enter a new dimension...

...of tournament fighting. Vic Tokai's Dark Rift is the first fully polygonal, 3-D tournament fighting game for the Nintendo 64. Scheduled for release in the early summer of 1997, the developers at Kronos had only a brief moment to let our roving reporters sneak a peek at their cluttered desks. Peer over the shoulder of the programmers and artists at Kronos. Discover Dark Rift's eclectic array of warriors and learn about their twisted plots. The inceptive character sketches, radiant photos and background artwork strewn about these desks will leave you ready for interdimensional, hand-to-hand combat.

WARRIORS OF THE RIFT

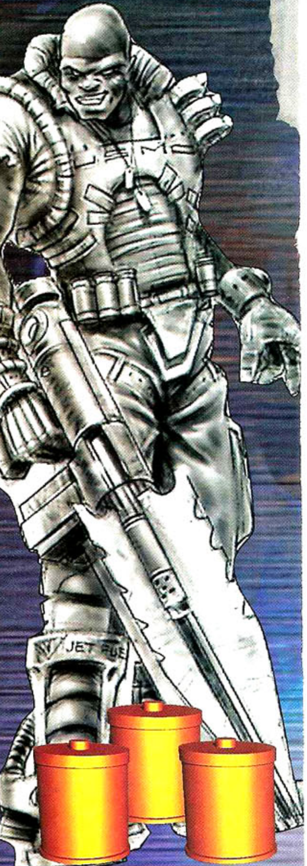
TO: All Employees
SUBJECT: WARRIORS OF THE RIFT

There are eight fighters in the game; four males–if you consider Morphix to be a male–and four females. Each warrior has his or her own reasons for entering the contest, but game players won't learn all the characters' secrets until they complete the game. A few warriors are supposedly working together with other contestants in the tournament, but it's doubtful these shaky alliances will last as the finalists acquire pieces of the relic.

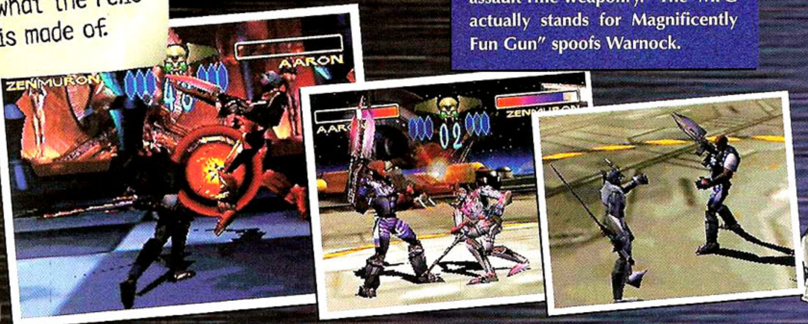
KRONOS CHARACTER PROFILE

AARON

A member of the Colonial Commando Special Task Force, Colonel Aaron Maverik has been ordered to save the earth by retrieving the Core Prime Element from Sonork. The Core Prime Element is the only thing that can save the war ravaged planet. Maverick is a weapons and explosives expert. He is equipped with the MFG-16, the latest design in assault rifle weaponry. "The MFG actually stands for Magnificently Fun Gun" spoofs Warnock.



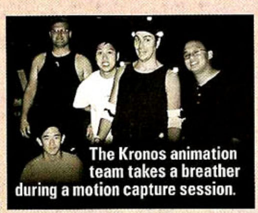
No one knows
what the relic
is made of.

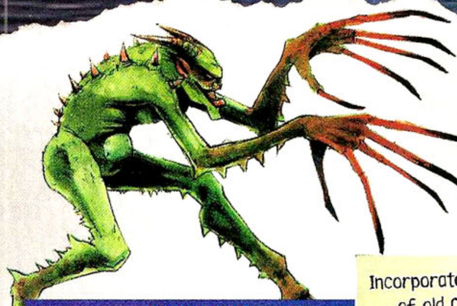


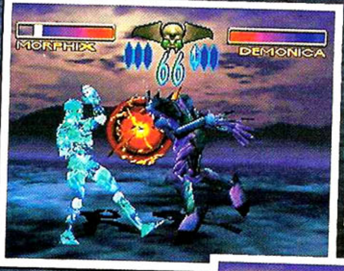
KRONOS DEVELOPERS MAY HOLD KEY TO UNIVERSE AND FIGHTING GAMES

Pasadena, CA (NP)—The sun set on the Pacific hours ago, but the florescent lights are still blazing brightly across all 24,000 square feet of the bustling offices at Kronos Digital Entertainment, Inc. Sixteen-hour days are the norm for the eighteen-employee team adding the finishing touches to Dark Rift, a 3-D, Nintendo 64 tournament fighting game about interdimensional combatants battling for the key to unlocking the secret of the universe.

"It's incredible to see the whole thing come together," explains Andy Koo, the Animation Technical Director for the project. "Over a year ago it was on paper, and now we're moving characters around and we're playing the game with everything in there. It looks and plays better than we'd ever imagined." And it should—Dark Rift features new animation technology never attempted on console video games. When the titanic gladiators clash and lock blades in combat, players are blinded by explosions of brilliant sparks in vibrant colors. The game's cinematic, roving camera captures the fighting fury from an oblique, three-quarter perspective, throwing gamers right into the middle of the arena. Each warrior in the game was modeled with actual actors on a state of the art, optical motion-capture system. The action is delivered at a whopping 60 frames/second (fps).


The Kronos animation team takes a breather during a motion capture session.





Use red as the color on hit or impact sprites. Red creates more heat and emotion than any other color.

Incorporate elements of old Chinese legends and stories into Dark Rift plot.

MORPHIX
53
DEMONICA

KRONOS

CHARACTER PROFILE

DEMONICA

A minion of the Dark Dimension, Demonica Grroux is on a quest to retrieve the Core Prime Element for her evil master, the Lord Demon Demitron. Years ago Demonica was captured by Sonork and she revealed the secret of the elements in order to spare her life. Seeking revenge, she has returned to fight Sonork for the Prime Element. "Demonica is really tough," explains Warnock. "She's kind of an in-close scrapper because she has the shortest range in the game. She has this bestial, in-your-face, style of fighting."

KRONOS

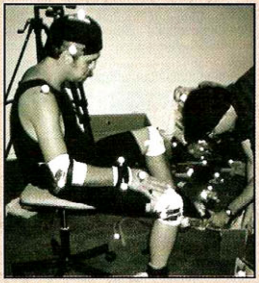
CHARACTER PROFILE

MORPHIX

Morphix is pure energy and enigma. It's speculated that he came from the Light Dimension and even that he carries the Light Prime Element, but nobody really knows why Morphix is in the contest. "He's not really here to challenge anyone," explains Stan. "People who don't understand him attack him and he's forced to defend himself. A lot of Morphix's moves are three dimensional and, in a way, really freaky. He can spin his head all the way around and his body physically morphs."

"He can do this because he doesn't have a normal bone structure like the other beings in the game," adds Ted. "He is a fast character and his stretching moves give him good range."

"We thought that a 30 fps engine would make the animation look too choppy," said Ted Warnock, Animation Director at Kronos. "A faster engine had never been tested before, but our engineers optimized the programming code, so now not only do we have 60 fps, but we have lighting effects, fog, real shading—we have everything and it's incredible." Superlatives like 'incredible' do not flow easily in a company comprised of discriminating game enthusiasts. "We have a lot of fighting aficionados at Kronos," adds Warnock. "These guys, myself included, will sit down and play fighting games for hours."

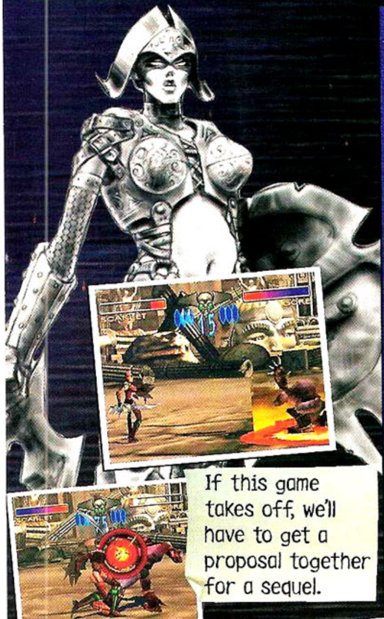


Animation Director Ted Warnock is fitted for an optical motion capture session.

"Actually, Ted would lose for hours," joked Stan Liu, Executive Producer at Kronos. "There are a lot of specific elements in many fighting games that we like, and we picked the best attributes that technology and the game industry have to offer, then we added our own touch with extra stuff from our personal wish lists." The Kronos team balances their hours of hard work with a sense of humor and fun. This theme is also reflected in their product.

"We wanted to have endearing characters that had some humor to them, but at the same time were dark and mysterious," adds Warnock. "It's a serious fighting game but we didn't take ourselves too seriously when we made it."

The name of the game is fun, and whether you're playing against Dark Rift's eight levels of AI or another human player, there's something in this game that will draw you back to the Prime Elements. You'll always find time, in your own circle of reality, to step through the rift and seek the source of the power that binds us all.



If this game takes off, we'll have to get a proposal together for a sequel.

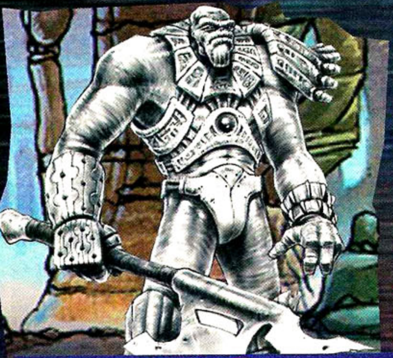
GORE
06
SCARLET

KRONOS

CHARACTER PROFILE

SCARLET

An official custodian of the Core Prime Element, Scarlet Zerai was removed from her post when the tyrannical Sonork decreed that females were unfit for using the relics. Scarlet vows to destroy Sonork and declare herself Empress of the Chosen Ones. She shuns technological advancements and is very fond of classic weapons and ancient warfare. "We're tired of the female stereotypes in other fighting games—they're all feminine, agile, really cutesy or just subdued," said Warnock "We wanted a strong-willed, powerful female character. Scarlet is slower but much more powerful than the female characters encountered in other titles."



KRONOS

CHARACTER PROFILE

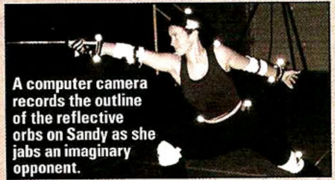
GORE

Axe-toting Gore of the Highlands is the champion warrior of the Planet Dorlon. The King of the Dorlons decreed to his subjects that they are the rightful owners of the Core Prime Element, and ordered Gore to recover the relic. "Gore is your classic muscle man," said Liu. "He's not particularly smart or fast, but he's very strong. His attacks have to be planned and timed, but when you make a connection, the damage can be pretty devastating." Gore's projectile attack is different from all the other characters in the game–he stomps on the ground and creates a shockwave that radiates outward in an expanding circle.

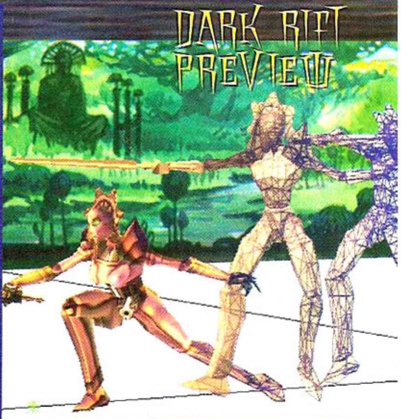
FIGHTING DA AGONY OF DA FEET

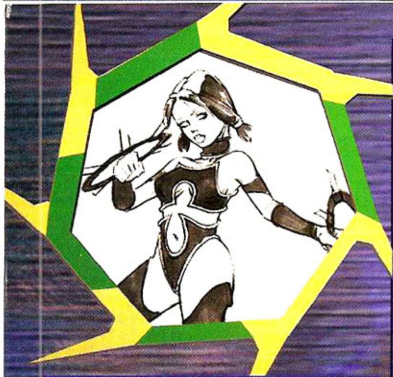
Developers who push the envelope of creativity often break rules or resist convention to produce innovative effects. The game designers at Kronos did all this and defied gravity while creating the fighting action for Dark Rift. "We were doing optical motion capture for our bestial characters—they have an awkward foot and ankle structure," explained Ted Warnock. Motion capture is utilized in game design to create realistic images of each character's spins, circular side-steps and elaborate attack combos. "The beast-like warriors have animal ankles as opposed to human ankles, so we had to get the actor's foot up off the ground. We have this guy here—he's this huge, lovable lug of a guy and an incredible animator—his name is Steve Knox. This guy is an ex-football player from Texas who is about 6'5" and weighs almost 300 lbs. We wanted him to do the motions for our bigger characters, but we had to spend some time talking him into jumping and twirling around wearing this outfit made up of black Spandex and high heels in front of the cameras." Knox was probably more concerned about maintaining his balance than what his gridiron buddies in Texas thought about his unusual and precarious assignment. After all, the bigger they are, the harder they fall.

Actress Sandy Christiansen receives instruction on how to execute Eve's grab move.



A computer camera records the outline of the reflective orbs on Sandy as she jabs an imaginary opponent.





KRONOS

CHARACTER PROFILE

NIIKI

Niiki is a trouble-making princess from the Jungle City of Faralon. She ran away from home after her over protective parents forbade her from leaving the palace. No one knows Niiki's true identity. She was trained by the best warriors in Faralon, and she is a master of Inverse Kinematics, the art of applying balance and leverage to displace a foe's momentum against himself. "Niiki's here for the fun and adventure, but she has no idea about the danger she's in," said Stan. "She doesn't care about the Relic."

"Yeah," adds Ted, "I guess she'll make the Relic into an earring or something if she wins."

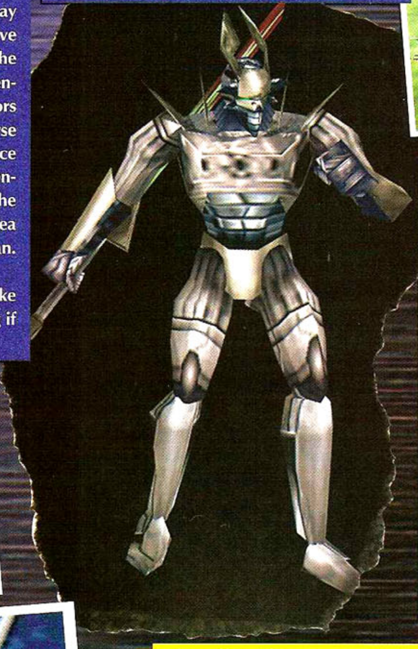
NIIKI
EVE
52

KRONOS

CHARACTER PROFILE

EVE

Years ago Eve was the head researcher of Sonork's secret project to create a race of Sentient Integrated Droids. When a batch of droids malfunctioned and went berserk, Sonork ordered his forces to destroy all traces of the secret laboratory on the Planet Eden. Mortally wounded while fleeing the lab, Eve spent the last moments of her life transferring her consciousness into a highly advanced prototype droid. The Prime Core Element is the only thing that can repair and restore her human body. "Eve has a lot of special moves, she's lightning quick and she has range, which makes her a really nasty opponent," Warnock said.



NIIKI
53
EVE

KRONOS

CHARACTER PROFILE

ZENMURON

No one really knows much about Zenmuron since no one ever survived an encounter with this mysterious warrior. There is speculation that Zenmuron belongs to a secret society that teaches warriors lethal Ninja techniques combined with Samurai style, but nobody knows the intentions of this clandestine organization. "Zenmuron is a fast character. He has a very long reach and lightning swift kicks, plus an even balance of high and low attacks," said Warnock. "If you know his moves, he's one of the most devastating characters in the game."

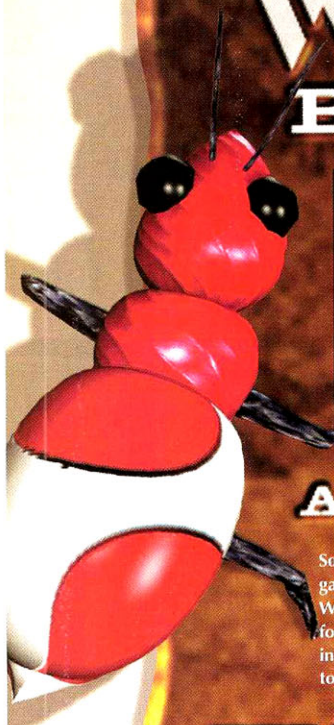
TO: All Employees

SUBJECT: NINTENDO POWER VENTURES INTO THE RIFT

Nintendo Power writers will be calling and asking for information about each character's special moves for another upcoming magazine article. We will assist them with the special moves, grabs and projectile attacks, but it's important that no one mentions anything about the hidden characters in the game. Dark Rift is a huge game with multiple endings and surprises. With all this hidden stuff, we can probably get the folks at Power Magazine to talk about Dark Rift in several volumes, right?

WANTED

BUG KILLER



ALIAS: GAME TESTER

So, you want to test video games for a living? It's not all about fun and games—it's also about getting rid of programming defects known as bugs. We apprehended and interrogated a handful of game testers as well as former bug killers who have since worked their ways up to bigger careers in the gaming industry. If you think you might want to get away with this, too, witness their testimonies and judge for yourself.

WANTED FOR BREAKING INTO THE VIDEO GAME INDUSTRY

WE STARTED OUR INVESTIGATION BY HITTING THE STREETS TO FIND OUT PEOPLE'S THOUGHTS ON GAME TESTERS. "THEY PLAY GAMES FOR A LIVING?" WAS THE USUAL REACTION. THE GAME TESTERS' USUAL REPLY WAS "IT'S NOT ALL FUN AND GAMES; IT'S ALSO A LOT OF WORK." AND, AFTER STAKING OUT THE GAME TESTERS HERE AT NOA, WE DISCOVERED THAT, FOR THE MOST PART, THE TESTERS' STORIES CHECKED OUT—THEY DID WORK HARD, BUT THEY WERE ALSO GUILTY OF HAVING FUN.

NOA'S UNUSUAL SUSPECTS

Nintendo
PRODUCT TESTING
"THE BUG STOPS HERE!"

At NOA, demo versions of games are first tested in the Tree Branch before being retested by the Final Approval Testing Department. In the Tree Branch, testers like Robert Johnson and Melvin Forrest spend, on average, three to five months playing a single game to uncover all of its bugs. They're on the lookout for distorted graphics, lock-ups, or anything else that may be under suspicion for preventing smooth game play. Bug killers play a game at each stage of its development, retesting as soon as the programmers add a new level to it. Usually, testers have no instruction manual to help them figure things out, but that's part of the fun.

THE BUG KILLERS: Eli Wolff, Sharon Pfeifle, Robert Johnson, Melvin Forrest

They have to play the games in unusual ways to find bugs. "Instead of just playing, you have to do all the weird stuff," Robert explains. They won't find any bugs if they just play through a game the way the average player does, because that's where the obvious bugs have already been nabbed. So when bug killers test games, they play through the levels backward, drive off the courses, bump into walls, or try to defeat bosses with the weakest weapons.

Testers keep tabs on the bugs they find in a bug log, writing down all the details of the defects and how they made them happen. It's not a bug unless it's a repeat offender, so testers must pay attention to precisely how they caused the glitch.

> "TO BE A TESTER, IT HELPS TO LIVE IN WASHINGTON OR CALIFORNIA WHERE THERE ARE A LOT OF SOFTWARE COMPANIES."
>
> —ELI WOLFF, BUG KILLER

Once the developer finishes programming a game, and the testers in the Tree Branch have debugged it, the game is submitted to NOA's second testing group, the Final Approval Testing Department.

There, testers like Eli Wolff and Sharon Pfeifle play completed games for about a day and a half, double-checking for bugs and testing the game's compatibility with various hardware. Eli and Sharon also act as "morality police," monitoring games' content. Since the Final Approval Testers spend only a few days on each game, Eli tells us, "The biggest stress is mastering the game." So maybe bug killing is almost all fun and games, but it's not for everyone.

"Anyone can play video games, but not everyone can find bugs," Robert says. The best way to learn how, Sharon tells us, is to learn about the industry from the inside. Sharon, like most testers, worked her way up to being a tester, starting out as a temp answering phones at NOA and giving game tips to troubled callers. But before coming to NOA, Sharon had barely played video games. Robert and Eli, on the other hand, are guilty of being video game fanatics, so when they heard there were openings at NOA for game counselors, they applied and snagged the jobs.

Melvin broke into the industry when he was discovered at the Nintendo Powerfest '90, a video game fair held at the Seattle Kingdome. He played his way into the semi-finals of the gaming competition and, soon after, was offered a game counseling job at NOA. As a counselor, he had to prove himself to be knowledgeable and attentive. Only then did he get the chance to become a tester.

PROFILE OF A BUG KILLER

What's it take to stomp out video game pests for a living? Here's the lowdown:

STRONG ATTENTION TO DETAIL

When testers witness bugs, they must remember every event leading up to them.

GOOD COMMUNICATION SKILLS

Testers need to effectively detail all bug-related evidence, so the game developer can crack down on the problem.

LONG ATTENTION SPAN

Bug killers serve long sentences testing games, sometimes working 14-hour days, seven days a week.

PERSEVERANCE

Testers must stay alert and keep themselves interested in games they may have been playing for as long as five months straight.

CREATIVITY

To find where elusive bugs are hiding out, testers must play games in new and unique ways that the programmer may not expect.

EDUCATION

Many gaming companies won't even consider hiring people who haven't completed high school; a few even require college degrees. Some companies encourage students to apply as testers by offering summer positions.

VIDEO GAME SKILLS

Testers don't have to be high-scoring gamers to start with, but they have to like playing all types of video games.

COMPUTER SKILLS

It pays to know about the industry. Players who know computers and technology will have a better chance of moving up in the video game field.

NOA BUG KILLER RAP SHEET

HERE'S THE GAME TESTER'S M.O.:

The Tree Branch begins the testing process:

1. Play through the game from every possible angle, keeping an eye out for screen glitches, lock-ups or any other bugs.
2. Determine the circumstances leading up to a bug and recreate the situation.
3. Write detailed notes about the bugs.
4. Inform the developer of any bugs. The game developer must then fix the problem and resubmit the game for retesting.

The Final Approval Testers then finish the testing process:

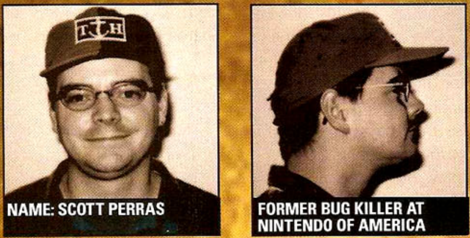
5. Test game compatibility with various hardware.
6. Make sure games meet content standards.
7. Play through the game and write detailed notes about the bugs.
8. Inform the developer of any bugs.

Testers may also do the following:

9. Research consumer problems on existing games. Testers help game counselors by doing the detective work to solve the tricky problems phoned in by stumped gamers.
10. Make suggestions to improve a game. If the developer asks for help, testers can influence a game by suggesting things, such as character names, story lines, and controller configurations.

BUG KILLING IS A GREAT WAY TO BUST INTO THE VIDEO GAME INDUSTRY. IT CAN LEAD TO SUCCESSFUL CAREERS IN OTHER FIELDS LIKE GAME PROGRAMMING OR PRODUCING. WE APPREHENDED TWO FORMER BUG KILLERS WHO ARE NOW WORKING IN THE VIDEO GAME INDUSTRY'S MOST WANTED CAREERS.

WANTED



NAME: SCOTT PERRAS

FORMER BUG KILLER AT NINTENDO OF AMERICA

Currently Being Charged as Lead Game Programmer at Sculptured Software

Scott used to test games, but now he's the one programming them, and other testers are checking his work. As Lead Programmer at Sculptured Software, Scott's worked on several games for Nintendo systems, such as Ren & Stimpy: Time Warp, Mortal Kombat II, and seaQuest DSV. Currently, Scott's working on titles for other platforms, including NBA Jam Extreme II and NHL Breakaway. He's come a long way from his humble beginnings as a game tester, but bug killing gave Scott the foundation he needed to succeed in programming.

Testing countless games for NOA, Scott began thinking, "Maybe I could start programming!" And why not? He was familiar with video games, how they work, and what makes them fun, and he had first-hand knowledge about the swarms of pesty problems that infest them, too. So Scott honed his programming skills and left NOA to co-found Lobotomy Software in 1992. Soon after, Scott moved to Sculptured Software to be a programmer.

Scott's advice to anyone who wants to follow in his footsteps is to pay attention to the bugs and learn from them, then apply that knowledge to move up in the gaming industry. "Computer knowledge also makes you more valuable to game developers," Scott insists. The industry is very competitive. "The more you know about the theory of games and sprites, how the screen gets redrawn, where to expect problems, and how to think analytically," he says, "the more valuable you'll be."

BUG COLLECTION

Bugs are always on the prowl, er, crawl, so we put out an A.P.B. to round up some pesty problems that can prevent a game from being approved.

LOCK-UPS

A bug can cause the entire game to come to a screeching halt, freezing everything on-screen.

DEFECTIVE AUDIO

Some bugs are silent; others can cause audio problems that can be as noisy as crickets.

BLACKOUTS

Like lock-ups, these stop the game, but they also make the screen go black.

WANTED

NAME: JEREMY AIREY

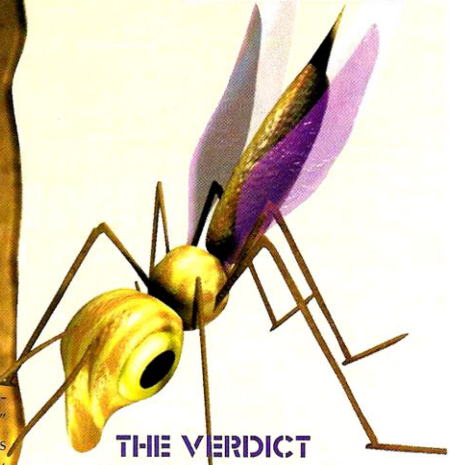
FORMER BUG KILLER AT DISNEY SOFTWARE AND INTERPLAY

Currently Booked as Producer at Interplay

"Testing is a tedious job and you can get sick of it," Jeremy tells us. Luckily for him, he broke free from the tedium to eventually become a producer at Interplay. Jeremy now coordinates the various aspects of creating a video game, including its budgeting, scheduling, contracting, and sometimes even its programming. (Currently, he's responsible for molding Clay Fighter 63 1/3 for the N64, which you can read more about in this month's preview.)

Jeremy admits that testing was boring for him, but he asserts that drive and a love of games will help see you through. "If you have a passion for this industry, then you belong here," he says. "There's a lot of hard work involved, but if you have ambition and a computer at home, then you're probably headed in the right direction." Passion for computers and video games landed Jeremy his first testing job at Disney Software. Three months later, he joined Interplay to become one of its first testers. His dedication to the cause, along with his creative talent, then earned him promotions, until he finally snatched up the producer position.

At Interplay, bug killers are required to test for a year before they can move up to the lead tester position. Only a lead tester can move further up the ladder. Jeremy climbed to the top of that ladder to become a game producer at only 24, and his start in game testing helped him get there.



THE VERDICT

IF YOU LOVE PLAYING VIDEO GAMES AND DON'T MIND HARD WORK, GAME TESTING MIGHT BE A JOB FOR YOU. IT'S ALSO A GREAT WAY TO GET STARTED IN THE GAMING INDUSTRY, TEACHING YOU THE INS AND OUTS OF THE BUSINESS AND TECHNOLOGY. BE PREPARED TO WORK YOUR WAY UP. MANY COMPANIES DON'T START EMPLOYEES AS TESTERS, INSTEAD PROMOTING EXISTING EMPLOYEES TO THE POSITION. BUT IF YOU HAVE THE BUG FOR GAME TESTING, IT'S POSSIBLE THAT YOU COULD ONE DAY BE PLAYING GAMES FOR A LIVING AND EVENTUALLY BE MAKING GAMES, TOO.

GRAPHICS CORRUPTION

Glitches can distort graphics, drastically skewing images or warping them into wild, wavy patterns.

HARDWARE INCOMPATIBILITY

Some bugs prevent games from functioning properly with controllers or other hardware.

INAPPROPRIATE CONTENT

Not actually bugs, but objectionables such as profanity can plague a game, and testers must exterminate them.

PROBLEMATIC SCORING

Programming errors can cause some games to tally points or save data incorrectly.

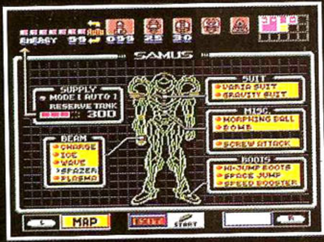
SUPER METROID®

TIME TRIAL

MINUS THREE HOURS

Greatness isn't something you find lying in the gutter waiting to be picked up. You have to earn it. Greatness in Super Metroid requires enough knowledge and skill to cruise through the game in less than three hours. You'll find the knowledge in the next six pages. The skill is up to you.

©1994 Nintendo.



Samus should be equipped with at least 70 to 75 Missiles and 8 energy tanks at the end. You'll also need special weapons to get through earlier areas.

RACE TO TOURIAN FOR THE BEST ENDING

Super Metroid ranks as one of the finest pure action games ever made, but most players never get to see the best of the game's three endings. To reach that all-but-mythical goal, you must defeat the Mother Brain in less than three hours of game time. It's not going to be easy, but if you focus on getting only the essential items and defeating necessary enemies, you can do it. Power is here to help. We've listed all the steps you need to take, but taking them doesn't ensure a fast time. You still have to defeat baddies quickly and make the jumps. Our maps, tips, and game play sequences will be your guide. Before beginning play in any area, study the map and the call outs that describe the essential steps you must take. If you have questions or you get lost, pause the game so the clock stops while you check this strategy review for the correct procedure or path to follow. Another strategy to follow is to save only the best times when you go through an area. After checking out the area and learning where you have to go, start over and record the faster time when you're done.

MAP KEY

M MISSILES
Add extra Missiles to your overall capacity at these Missile tanks. There are 46 tanks and 230 Missiles available.

M SUPER MISSILES
Super Missiles pack even more punch than ordinary Missiles. You can collect 50 in all.

B POWER BOMBS
Collect Power Bombs to blow open yellow doors and certain blocks. You can find 50 in the game.

T ENERGY TANKS
Energy Tanks keep Samus breathing. Fourteen can be found. They increase energy by 100.

≀≀ HIDDEN PASSAGES
Hidden Passages look like solid walls, but you can pass through them at the places marked by this symbol.

C MISSILE CHARGE
These Missile Charging stations refill all of your Missile Tanks.

M MAP COMPUTER
Plug into these devices to access on-screen map information on the current area.

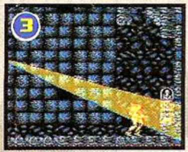
E ENERGY CHARGE
Fill up all of your Energy Tanks at any of these recharging stations.

S SAVE POINTS
Save your progress at these stations. Save your lowest time on one file.

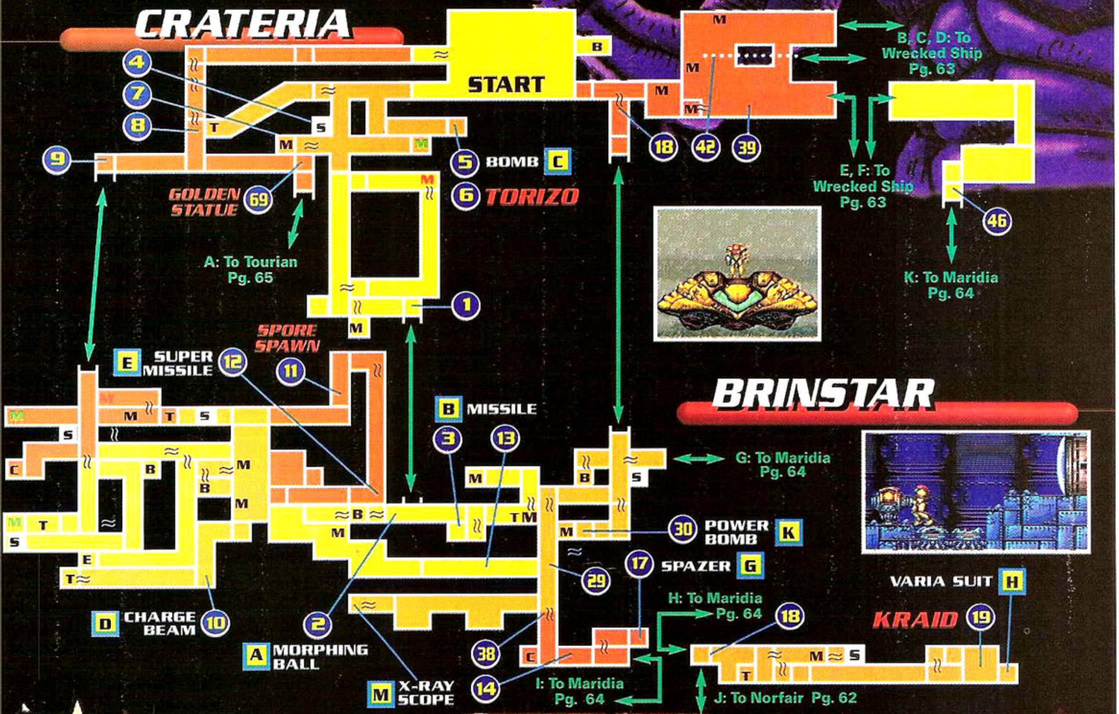
T RESERVE TANKS
Four extra tanks can be found to back up the primary Energy Tanks.

CRATERIA

1. From the start point at the ship in Crateria, go left into the rocky cave then down to the main elevator leading to Brinstar, which is marked by the number one. (Here are a few other general tips to keep in mind. Always look for the corresponding tip number on the map to help you find your location. In some tips, you'll be referred to previous numbers, which means that you should return to those locations. If you ever become lost and wind up spending time searching for a location, don't worry. Just don't save the game. Once you find the correct area, start the game over from the previous Save Point and go directly to the correct location. In this way, you'll always keep your time fast.)



2. Just to the left is the Morphing Ball (A). Jump up over the rock pillar to reach it.
3. Go to the right and down to find the first Missile (B).
4. Return to Crateria via the elevator and save the game.
5. Get the Bombs (C) next.
6. Defeat Torizo by shooting its face. Collect the energy and Missiles in the rocks it throws.
7. Save again at #4. Bomb to get the Missiles below the Save Point.
8. Go up and bomb to the left. At the bottom of the slanted tunnel is an Energy Tank.
9. Continue left to the Brinstar elevator.


CRATERIA
START
4
7
8
9
T
S
M
B
5 BOMB C
6 TORIZO
GOLDEN STATUE 69
A: To Tourian Pg. 65
1
18
42
39
B, C, D: To Wrecked Ship Pg. 63
E, F: To Wrecked Ship Pg. 63
46
K: To Maridia Pg. 64
SPORE SPAWN
11
E SUPER MISSILE 12
B MISSILE
3
13
BRINSTAR
G: To Maridia Pg. 64
30 POWER BOMB K
17 SPAZER G
29
H: To Maridia Pg. 64
18
VARIA SUIT H
KRAID 19
D CHARGE BEAM 10
2
A MORPHING BALL
38
M X-RAY SCOPE
14
I: To Maridia Pg. 64
J: To Norfair Pg. 62
C
E

BRINSTAR

10. From the elevator, go to the bottom of the shaft. Go through the red door and continue right. Use bombs to blow through the wall. Go to the bottom of the big chamber, get the Missiles, then blast down into the room with the Charge Beam. (D). Go all the way to the top of the chamber to the Save Point.
11. Defeat Spore Spawn by attacking the plant with Missiles when its mouth is open. You can fill up on Missiles and energy during the fight by shooting the thorns. When you defeat the veg, go up out of the room, right, then down the fake pipe in the floor.
12. Get the Super Missiles (E). Go left to the green door and use the Super Missiles to open it. Open the green door in the chamber above where you got the Charge Beam.
13. Go right and down. In the spiked room, Dash under the spikes. Continue down. At the bottom, charge your Missiles, then go to the right.
14. Pass through the watery area to reach the elevator down to Norfair.

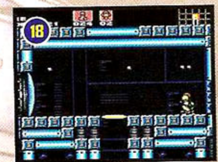
NORFAIR

15. Go down on the left side, blast the red door, get the Energy Tank, then bomb through the floor and continue to the left.
16. Get the Hi-Jump Boots (F), then get the missile tank up to the right and up. You'll have to defeat the Sova to open the gray door. Go across the tunnel to the Save Point and save your progress.

17. Return to the watery area in Brinstar and jump up to reach the Spazer (G) near #14 if you want it. The triple shots are nice, and you don't lose much time reaching it. On the other hand, you can move directly to face mini-Kraid and big-Kraid.

18. At the top of the Norfair elevator, use a Super Missile on the right wall to enter the mini-boss area. (You can blast and bomb your way to the right and up to a Save Point before going against the Kraid clan.) Blast mini-Kraid a few times to quiet him down, then continue to the right. To enter the final room, zap the eyeball doorkeeper with three Missiles. The eyeball will be replaced by a blue door.

19. Defeat Kraid using Super Missiles fired into his open mouth. (See the final page for tips on defeating bosses.) Beyond Kraid's chamber to the right you'll get the Varia Suit (H). Save the game at the Save Point to the left and above Kraid's chamber. Then get the Energy Tank in the ceiling in the room with Beetoms.



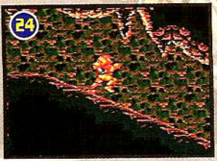
20. Return to Norfair and take the first door on the right. Pass through the long lava chamber, then go up in the bubble room to the left door and the Save Point.

21. Bomb your way down through the red floor, then take the door leading downward. Go to the bottom of the shaft and right into and through two lava rooms.

22. Jump up through the quaking shaft and enter the door on the left. Cross the lava in Morphing Ball form on the floating platforms.

23. Jump up in the rocky shaft, take the left door, go up in the bubble area and fill up with Missiles and energy at the pipe. (Areas like this can be found throughout the game. Spending a minute or two can fill up your tanks for the rigors ahead. It's worth the few minutes you'll spend there.)

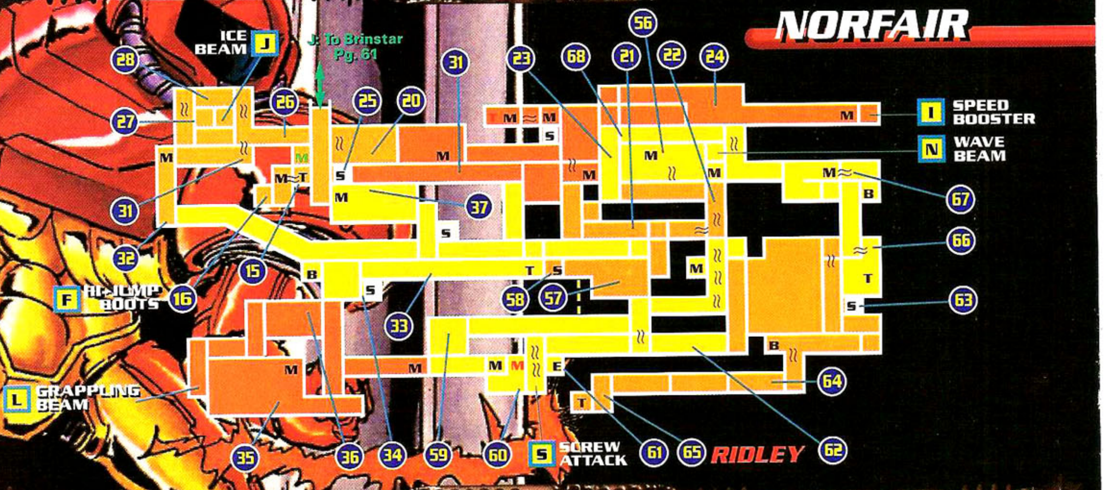
24. Go through the right, green door and Dash along the collapsing floor to reach the Speed Booster (I).



25. Speed Dash back to the left, outrunning the rising lava, then return to the area near the elevator. Save your progress.

26. Enter the top left door and Speed Dash beneath the closing doors. Continue left and upward.

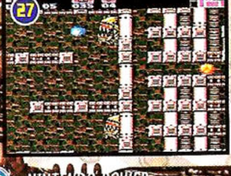
NORFAIR

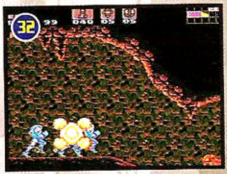


27. From the top, just beneath the blue door, bomb down into the narrow passage until you see a narrow opening on the right where creatures appear. Beyond that is the Ice Beam (J). Once you have the Ice Beam, go back to the Save Point.

28. Return to Brinstar and the tall shaft with red rock walls.

29. Climb up the shaft using the Ice Beam to freeze the Rippers, which you can then use as jumping platforms. At the very top is a door leading to the right. Continue through the room beyond, freezing enemies and hopping over them while avoiding the spikes and sucker plants by making abreviated jumps. (You can shorten the height of Samus's jump by tapping the jump button rather than pushing and holding it.) If you get caught by a sucker, jump and shoot to escape.



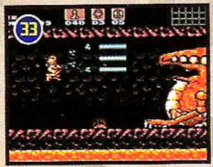


30. Bomb down into the red rock shaft and enter the green door. Cross the room of sucker plants cautiously to receive the Power Bomb (K). Use a Power Bomb on the wall above the statue and get more Missiles.

31. Return to the top Save Point in Norfair and save the game. Go back above and to the left to the room with the bars that drop from the ceiling and Speed Dash beneath them to the left. Use a Super Bomb on the floor. Go all the way to the left and down.

32. From the bottom of the shaft, go through the door and Dash to the right. Don't stop until you reach the room with two doors.

33. Before moving on, go up one level to the Save Point. The green door below leads to Croc, a mini-boss. Use the Charge Beam rather than Missiles in this fight. Each charged shot into Croc's open mouth forces it back to the right toward the pool of lava. Eventually, you'll force it back into the pool. Get into the rhythm of Croc's shots and you'll back it up quickly.

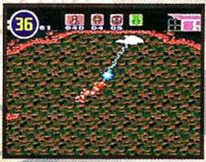


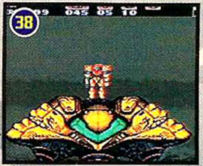
34. Save the game at the Save Point to the left of Croc's pit.

35. Go all the way down and use Super Bombs to destroy the rocks on the floor, then Dash from the right to the left, up the ramp and jump. You'll soar through the air and reach the room with the Grappling Beam (L).

36. Use the Grappling Beam to go upward and across the water areas. Hit the green switch with a Super Missile to open the door. In the room with the metal Ripper, use the Grappling Beam on the Ripper to reach the red door. Inside, you'll get more Power Bombs.

37. Back in Croc's cave, go all the way to the right using multiple Grappling Beam jumps to reach the Energy Tank. Return to the Save Point at #33. Continue to the left from the top of the shaft and use the Grappling Beam to cross the top of the lava chamber to reach the Missiles.





38. Return to Brinstar and go to #29 where you can get the X-Ray Scope by using the Grappling Beam to cross the ceiling of the dark room. (Although it's not necessary, the Scope can be very useful in finding hidden passages and items. It's worth the time spent to get it.) Go all the way up the red rock shaft to Crateria and save your game in Samus's ship.

39. Go into the cave to the right of the ship. Cross the water using the Grappling Beam. Pick up the Missiles. Continue to the Wrecked Ship.

WRECKED SHIP

40. Move downward to the bottom of the first shaft inside the Wrecked Ship -Bomb through the floor and shoot a missile through the green door. Open the room to Phantoon with the standard three Missiles in the doorkeeper's eye.

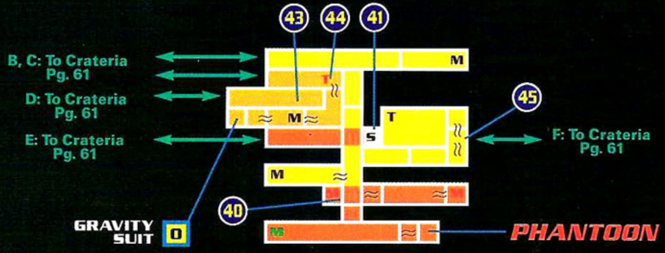
GOALS & TIME

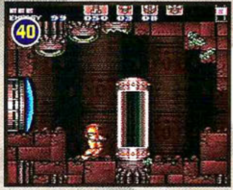
How are you doing in your time trial? Check your time against those listed for each item. Once you get an item, save the game as soon as possible. Items listed in gray are not required, but they may be useful.

A: Morphing Ball : 03:00
B: Missile : 04:00
C: Bomb : 06:00
D: Charge Beam : 08:00
E: Super Missile : 14:00
F: Hi-Jump Boots : 18:00
G: Spazer : 20:00
Defeat KRAID : 22:00
H: Varia Suit : 23:00
I: Speed Booster : 28:00
J: Ice Beam : 31:00
K: Power Bomb : 33:00
L: Grappling Beam : 40:00
M: X-Ray Scope : 43:00
N: Wave Beam : 47:00
Defeat Phantoon : 57:00
O: Gravity Suit : 59:00
Defeat Draygon : 1:09.00
P: Space Jump : 1:11.00
Q: Plasma Beam : 1:16.00
R: Spling Ball : 1:21.00
S: Screw Attack : 1:24.00
Defeat Ridley : 1:31.00
Defeat Mother Brain : 1:43.00

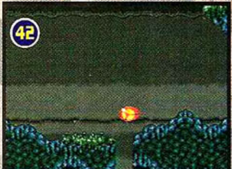
FINAL TIME
1:46.00

WRECKED SHIP





41. Defeat Phantoon by shooting Super Missiles, Missiles or the Charge Beam in its eye when it is open or when Phantoon is in solid form. Five Super Missiles are all you need, but you'll have to make sure each one hits. You can get more Missiles from the blue shots with eyes. After putting Phantoon out of business, the power will return to the Wrecked Ship. Go upstairs, get the Super Missiles beyond the gray door, then go to the Save Point and save. Watch out for sparking wires.



42. Go up to the top chamber and blast all the creatures, then leave to the left. Look for the outside area shown in the screen shot where you'll bomb downward.

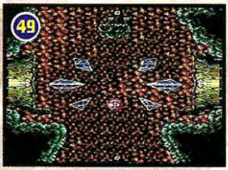
43. Return to the right toward the Wrecked Ship. Use the Grappling Beam to cross over the spikes. Use the Morphing Ball in the Chozo's hands. He'll deliver you to the Gravity Suit (O).

44. Go through the left door and use bombs to reach the room with robots. Knock the robots into the holes, then Super Jump up the chimney at the right. The X-Ray Scope will show an invisible hole in front of the Reserve Tank so you can jump over it.

45. Go through the spike room, then up through false ceilings and to the left. Cross the water tank room to get the Energy Tank, then return to the right, go down and exit to Crateria.

46. Go down into the cave to Maridia and bomb a hole upward from the watery tunnel to keep moving left. Take the elevator into Maridia and save the game.

47. Go down and left. In the sandy chamber, go left, then jump up on the small ledges to get over the left wall. Go down and use a Super Missile on the green door. You'll fall down a long shaft. Continue left through the quicksand room.



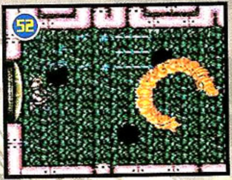
48. Go down from the broken pipe room and through the red door to the Map room.

49. Keep going left until you find a hole that drops into a corridor. To the left is the glass tunnel. Use a Super Bomb to blast it open, then Save in the room just below. Now, climb back up into Maridia and jump all the way to the top.

50. Use the Grappling Beam to reach the far right platform and go through the blue door. Go up and to the right to get the Missiles, then go back and all the way down and through the green door.

51. Use Super Bombs to blast down to the Save Point. In the pink room, use the Super Jump to reach the Missiles. Then go to the blue door in the upper left using the Super Jump.

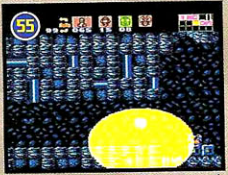
52. Keep moving to the right and use a Super Bomb to clear a pipe. Now you'll have enough space to Dash through the wall to the right and reach Botwoon the snake. Fight Botwoon using Missiles or the Charge Beam against its head, then continue to the right through the blue door.



53. Get the Energy Tank in the pink brick ceiling by using your Morphing Ball and bombs. Go right and use the Grappling Beam to climb the wall and cross the quicksand area to the Save Point.

54. Drop down and go through the green door, then drop through the spike floor. Beat the doorkeeper with three Missiles and fight Draygon. Get the Space Jump (P).

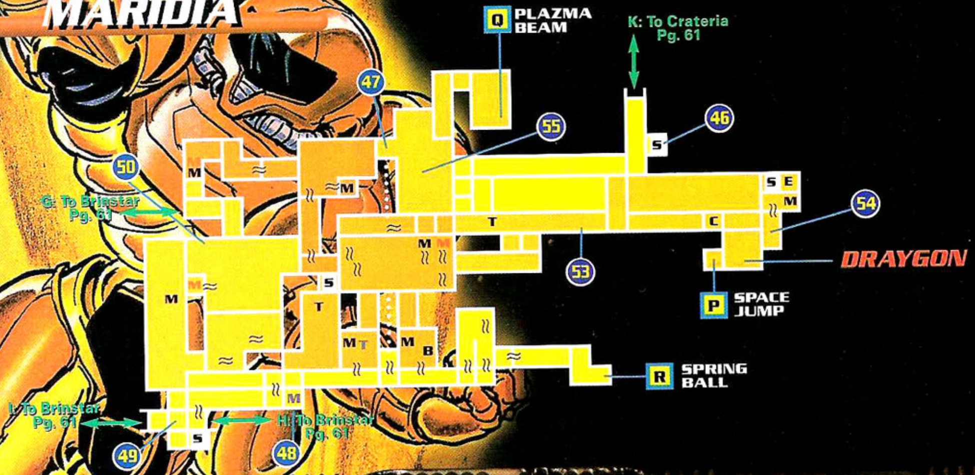
55. Return to the Save Point above. Charge up and save, then go back to #47 and use the Space Jump to reach the Plasma Beam (Q). (This is optional. It is a strong weapon, but it will take some time to reach that might be better spent collecting extra Missiles and Energy Tanks.) With or without the Plasma Beam, return to Samus's Ship in Crateria, then go down into Brinstar where you got the Morphing Ball. Use the Super Bomb to open a passage and get more Super Bombs. Bomb through the left wall, then head down and to the right, back to Norfair. Use the Save Point at #25. Go right and Super Dash through the stones. Go up through the bubble area using bombs, then head to the top of the chamber and to the right.

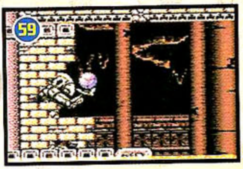


56. Use the Grappling Beam and Space Jump to cross over to the red door, behind which you'll find the Wave Beam (N). (This item is optional, as well.)

57. Go back to #21 by heading left and down. When you reach an area with lava just beneath the floor, bomb through it and then bomb to the left. Keep going left until you reach the lava lake.

MARIDIA

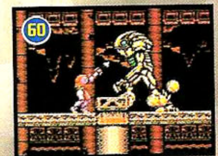




58. Dive in and Space Jump up and left. Save your progress before taking the elevator down. Make sure you have plenty of energy. Go left from the elevator's base and use the Space Jump to cross over the lava pool.

59. Use a Super Bomb against the far left wall to reach the Chozo, who will drain the lake so you can go down to meet the Golden Torizo.

60. Fight the Golden Torizo using Super Missiles and Missiles or the Charge Beam. Use the Space Jump to keep Samus in the air above the Torizo's shots. Although the Torizo isn't a boss, you need to defeat it to get the Screw Attack, and it is tough. Aim for its head or its body just before it throws a weapon. Once you recognize the vulnerable pose, it's easy. (Also, before the fight, you can pick up the Missiles above this chamber if you Space Jump across the false floor.)



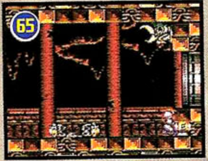
61. Get the Screw Attack (S) and charge up your Energy Tanks at the Charge Unit.

62. Go up and to the right, break the columns and continue to the right. Go through the door and climb up to the Save Point.

63. At the bottom of the shaft, set bombs on the right wall, then move to the right. Go to the left after passing through the green door. Set off a Super Bomb and go down to the bottom.

64. Use the Screw Attack in the room with the armored Space Pirates, then shoot them with Missiles.

65. Ridley is to the left. Defeat it using Super Missiles, Missiles, or the Charge Beam. Shoot at a 45-degree angle, preferably with Super Missiles. If the winged boss grabs you, rapidly push back and forth on the controller while pushing any button. Look for the tail to indicate an attack. You can get an Energy Tank in the right wall of the room beyond



Ridley's chamber after your glorious victory.

66. Go up to the room with the stone face in the right wall. Blast your way into the next chamber. Use the Space Jump to reach the Energy Tank in the lower room without landing on the spikes.

67. Go up to the very top of this area and walk through the left wall. (This hole is invisible to X-Rays.)

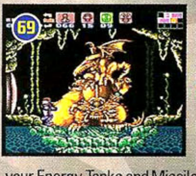
68. Continue left and up and work your way back to the ship in Crateria.

69. The Golden Statue of bosses doesn't block the path to Tourian any longer now that you've defeated all of the boss characters. Take the elevator down into Tourian.

TOURIAN

70. Head downward and to the right to save your progress. Tourian is a pretty straight shot, but you'll run into enemies, including Metroids.

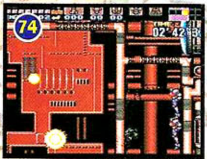
71. Freeze the Metroids and blow them up with Missiles. You can get needed extra Missiles and energy from these creatures.

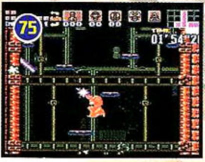


72. This is your final game Save Point. Make sure you have virtually maxed out all of your Energy Tanks and Missiles. If you are under three hours elapsed game time at this point, you can spend some time back in the earlier areas grabbing as many Missile cannisters, Super Missiles and Energy Tanks as you can. If you grabbed the X-Ray Scope earlier, it will come in handy. Look at the map to find Missiles and Energy Tanks that you may have missed. When you're all filled up, save your game. You're about to face the mother of all bosses.

73. Go down to the bottom, blast through the Zebetites and battle the Mother Brain in two forms. At first, the Mother Brain looks as she did in the first Metroid game for the NES. You defeat her the same way, too, with Missiles. But then she has a surprise for you. She transforms into a walking, laser-blasting horror. In this second form, attack the head (or brain) with Missiles. You'll get hit since there are no safe areas, so having maximum energy is essential.

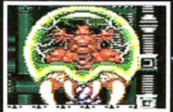
74. Escape to the surface once the Mother Brain is defeated. You have a mere three minutes to get back to the surface and blast off. There's only one escape route at this point, so just run and shoot out the closing doors. The Space Pirates ahead will slow you down if you stop to blast them all, so don't ignore them or use the Hyper Beam as required to clear the path. In the next area, you'll be chased up a series of jumps by rising lava. Jump carefully, heading to the upper left exit. When you reach Crateria, you'll just have to make lots of jumps to reach the top of the shaft. You can jump over many platforms to speed up your ascent. At the surface, as the planet begins to self-destruct, you should head to the right to your ship. Jump on top and press down on the Controller to enter. Takeoff is automatic. You did it. Since you made the entire journey in under three hours, you'll get the best ending—Samus Aran reveals her true identity by taking off the bulky space suit. Congratulations!



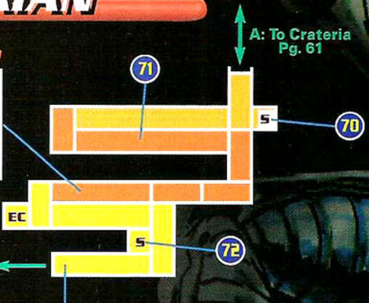


TOURIAN

GIANT METROID



The giant metroid squeezes Samus for all but one of her energy units.

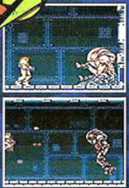


BLAST THE BOSS

Here are the basics on beating the Metroid bosses. Save prior to attacking them.

TORIZO

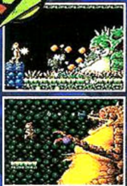
CRATERIA



The first boss character won't last long. He comes to life automatically after you take the bombs. The stones he throws contain energy and Missiles. If you blast them you shouldn't run out. Shoot the Torizo in the face with your blaster or anywhere with Missiles.

KRAID

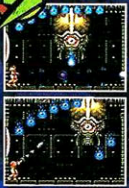
BRINSTAR



Kraid begins by rising out of the floor of spines. Only shots into his open mouth will be effective. Three Super Missiles will do the trick. First, shoot Kraid to get him to open his mouth. Blast the spikes he shoots to collect energy and Missiles.

PHANTOON

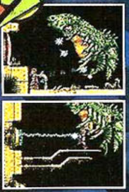
WRECKED SHIP



Phatoon's blue drops cause the most problems, but you can shoot them to get Missiles and energy. Blast Phantoon when it is solid or when its eye is open. Use Super Missiles, Missiles or the Charge Beam to be effective.

DRAYGON

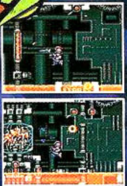
MARIDIA



Once you enter the chamber, blast the four wall cannons so that they're sparking. Use the Grappling Beam when Draygon grabs you, shooting it into one of the sparking cannon holes. The current will zap Draygon in less than a minute.

MOTHER BRAIN

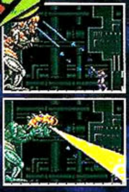
TOURIAN



Mother Brain waits behind a shield of glass and a barricade of Zebetites. Missiles are the key. Bring as many as you can to blast both the Zebetites (the blocking columns) and Mother Brain's enclosure.

TRANSFORMED

TOURIAN



There's more to the Mother Brain than a brain. After you tick her off, she transforms into a moving menace. Be prepared to take some damage while attacking her head with Super Missiles and Missiles. Shoot at a 45-degree angle to keep your distance.

MAPS TO MAYHEM

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MATURE
AGES 17+
CONTENT RATED BY ESRB

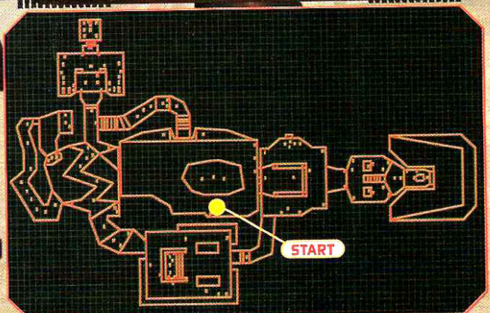
Doom's 22 Diabolical Designs

With Midway's Doom 64 looming large in this month's eight-page review, we thought it only fitting to reflect on its precursor, Super NES Doom, in this same issue. This is more than a quick look back at the classic—we're presenting a complete set of maps! And just to prove that Nintendo Power always brings you the most complete information anywhere, we've even included full layouts of all the secret levels. With these maps in hand, you'll actually have a fighting chance at finishing off Doom's demonic hordes.

Area I: Knee-Deep in the Dead

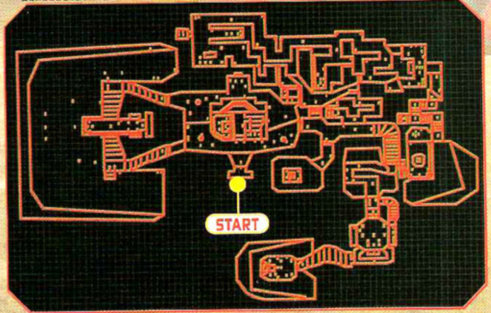
Knee-Deep in the Dead is the perfect proving ground for would-be warriors. While its mazes offer plenty of devilish dangers and some fierce fire fights, their routes were designed to be fairly linear so that novice navigators wouldn't become lost easily. If wiping the floor with enemies proves to be easy in the first few levels, don't get a chip on your shoulder. The really tough battles will begin at the Military Base.

HANGAR



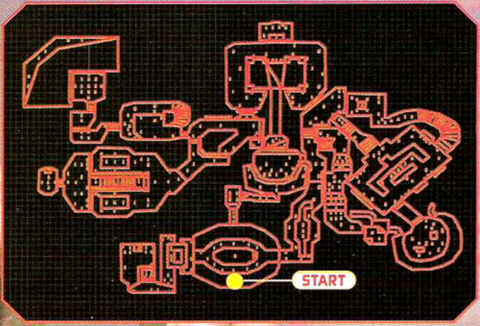
This first maze is straightforward, but remember to double back when you've entered the room just before the exit. If you make your way back to the hallway that leads to the zigzag room, an elevator will open in the area on the far left side of the map.

NUCLEAR PLANT



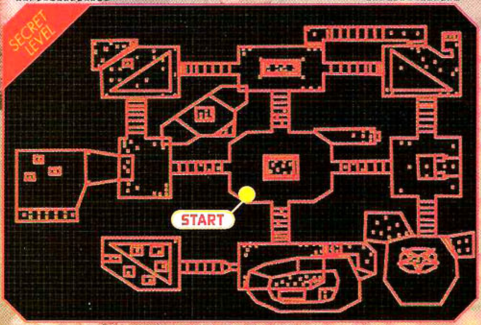
There are a few secret passageways in this maze, the most important of which leads to the open area shown on the left. When you enter the plant, push against the wall on the right side of the large computer station to find the switch that opens the path to the courtyard.

TOXIC REFINERY



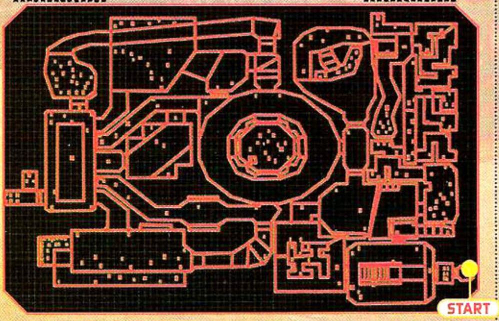
The Refinery has two exit doors. If you want to go to the Military Base, you'll have to head to the area on the lower right side of the map and find the mechanism that raises a bridge near the level's beginning. Only the bravest soldiers should pick this path!

MILITARY BASE



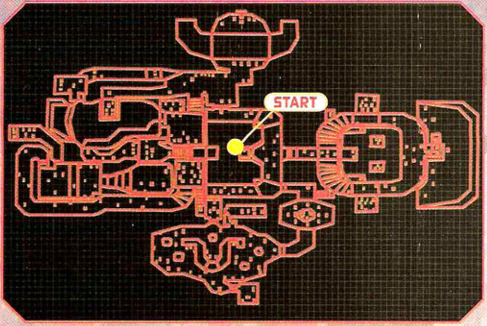
This maze will really test your mettle! The enemy will come at you in swarms in open areas that have little or no protective positions. You can enter the larger chambers in almost any order, but be sure to leave the large area shown on the bottom of the map for last.

COMMAND CONTROL



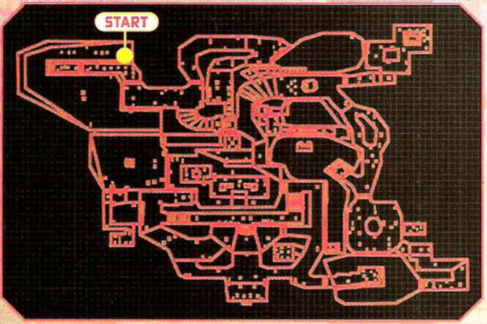
Command Control is the first place you'll find the Radiation Suits, and you're definitely going to need them in the long tunnels filled with toxic sludge. The map will also come in handy, especially while you're navigating the maze in the upper right section of the map.

PHOBOS LAB



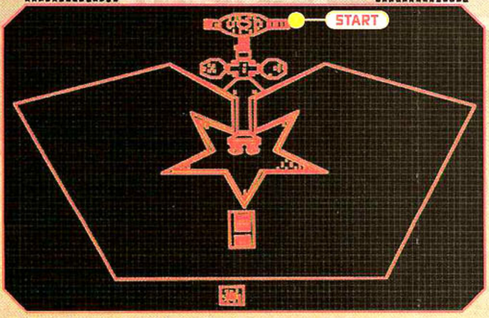
Most of the Lab's secrets aren't difficult to discover, but there is one place that's hard to find. When you reach a room that has a ledge positioned above a toxic pool, shown in the middle of the map on the right side, jump off the ledge and hunt along the far wall for a hidden door.

COMPUTER STATION



When you enter the room that's just beyond the Computer Station's yellow door, you'll have to act fast to deal with a swarm of snipers lurking overhead. Locate the elevator on the left side of the room, then take the battle up to the snipers' hidden position.

PHOBOS ANOMALY



Phobos Anomaly is the first area's final maze, but you'll need some serious firepower to get out of it alive! There are a couple of Barons waiting in the star area on the map, so be sure to restock your arsenal in the chambers on either side of the main corridor.

Area 2: The Shores Of Hell

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052
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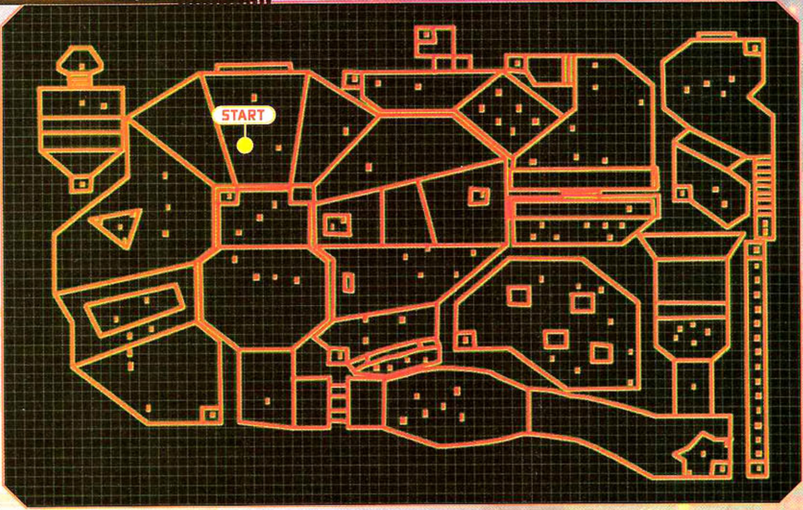
MO
HEALTH
ARMOR

The mazes in Area 2 are more difficult to navigate, and they present new breeds of beasts and force combatants to find new ways to get from one region on a map to another. In fact, getting through the Shores of Hell requires a shift in how players approach the game: While most of Area 1 placed an emphasis on picking off enemies rather than puzzling over which way to proceed, Area 2 puts a higher premium on good puzzle-solving and navigational skills. While you wander around these labyrinthine levels, make sure that you check your maps frequently to get a fix on your current location.

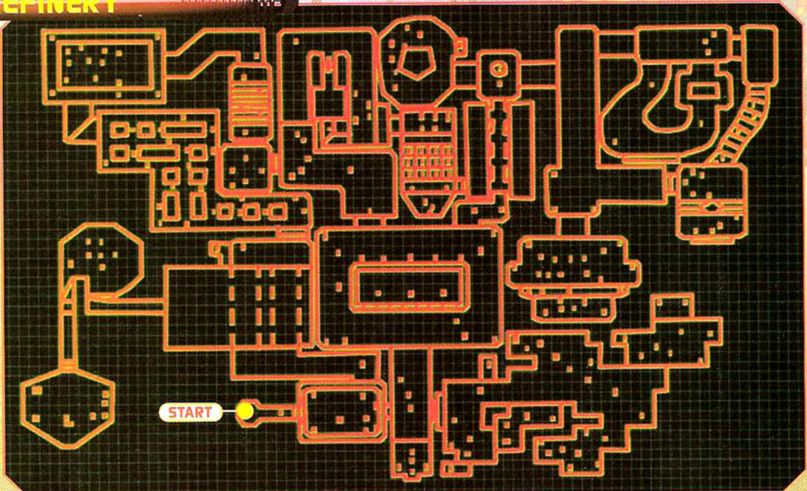
DEIMOS ANOMALY

When you enter this maze, don't use the first teleport you come across. Instead, work your way to the end of the hallway, pick up the Blue Key, and use the sniper's nest to take out any enemies below. With enemies gone, you can use that first teleport with less risk! When you eventually reach the room in the upper right portion of the map, blast your way up the stairs and push the button. Finally, backtrack to the sniper's nest and use the new teleport to gain a Plasma Gun.



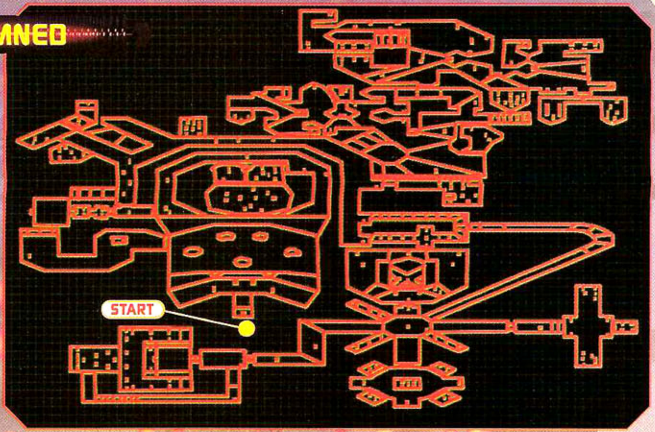
REFINERY

The Refinery is full of toxic sludge, so prepare to take some serious damage unless you can locate the Radiation Suits. While you avoid getting mired in muck, don't forget to find the proper exit door. This level has two exits to choose from, both of which can be found in the lower left section of the floor plan. Be sure to pick the one in the left corner of the map—it leads to the Fortress of Mystery!



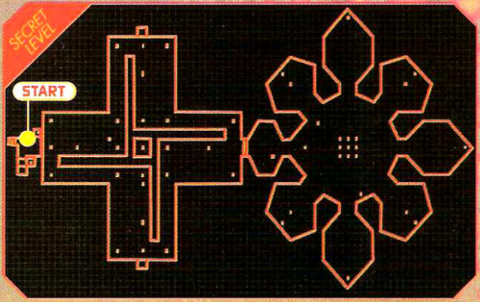
HALLS OF THE DAMNED

The Hall's exit is close to its entrance, but, unfortunately for those who were hoping for a fast way out, it's blocked by a series of blue, red, and yellow doors. You'll need all three keys to escape, so don't bother backtracking to the level's beginning until you have them all in hand. The Red Key is by far the hardest to locate, but if you head to the upper right corner of the map, you're bound to come across it. And here's a piece of advice: Going through the yellow door located in the lower left section of the maze will earn you plenty of trouble and very few rewards.



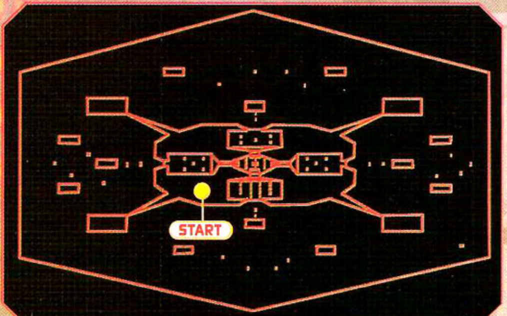
FORTRESS OF MYSTERY

Be sure to skip this level if you don't like surprises! You'll be attacked as soon as you enter this secret maze, but if you can survive the initial onslaught, you'll be able to completely restock your arsenal.



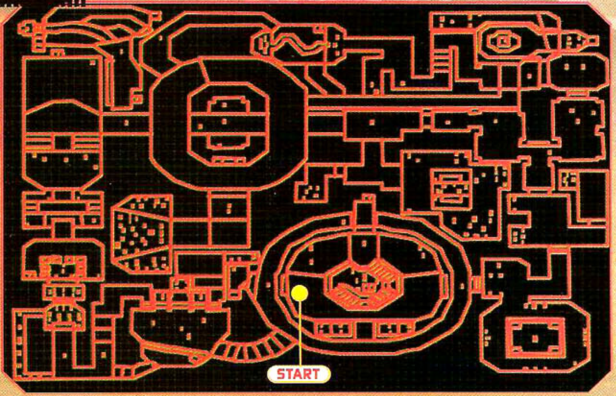
TOWER OF BABEL

When you enter, you'll see a pillar with four buttons, each corresponding with a supply room. Press the buttons to see what's in each room. You can enter only one room, so pick the one with the supplies you need.



DEIMOS LAB

The Lab is one enormous maze with lots of pathways to explore. But the fun of finding your way around can turn into frustration if you end up hunting fruitlessly for the door to the next level! In case you're getting exasperated, here are a few tips for finding the exit: First, make your way to the round room with the ring around it (shown near the bottom of the map). Once inside the room, locate the teleport that will take you to the area shown on the upper left side of the maze. Next, jump into the pool of sludge and press the button located to the left. Back into the teleport just behind you, then use the same teleport again when you're back in the round room. Believe it or not, the next level will be within your reach!



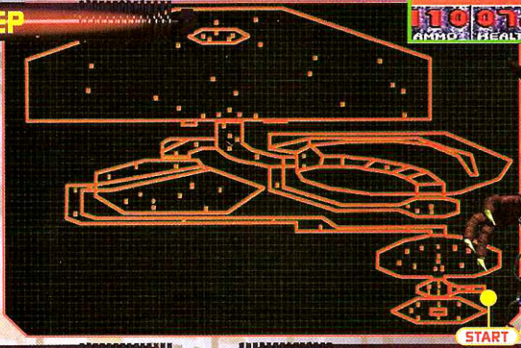
Area 3: Inferno

110
AMMO
072
HEALTH
ARMO

While the Inferno's maps look more simple than many of the previous mazes, their potential for serious harm is actually a lot higher. Expect to see larger numbers of the most dangerous enemies, open areas where little protection is offered, and exit doors that seem so close but are actually so far away. The Inferno's top tip? Nab the BFG in Pandemonium!

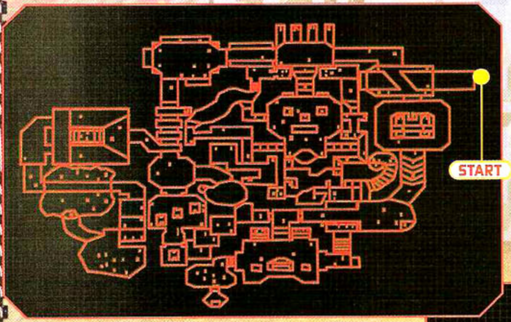
HELL KEEP

As you can see from the map, Hell Keep is a small stage. The only trick is to cross the bridge (shown on the mid-right side of the map) before it has a chance to collapse. You'll have to run across it at top speed—a feat that's easier said than done—but you shouldn't despair if you fall. Just use the pathway that goes around the edge of the area to get back on safer ground.



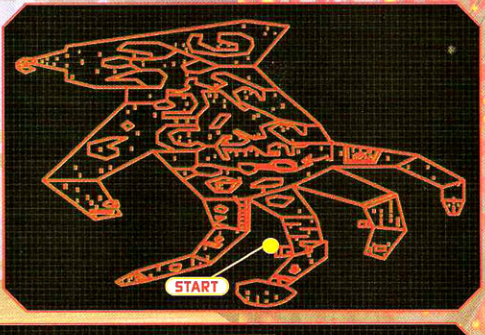
PANDEMONIUM

We don't want to spoil all the fun of finding the BFG, but here are a couple of pointers: You can either access this powerful weapon by heading up the right-hand stairway in the central chamber or by searching the paths stemming off the horizontal hallway that's shown in the lower half of the map.



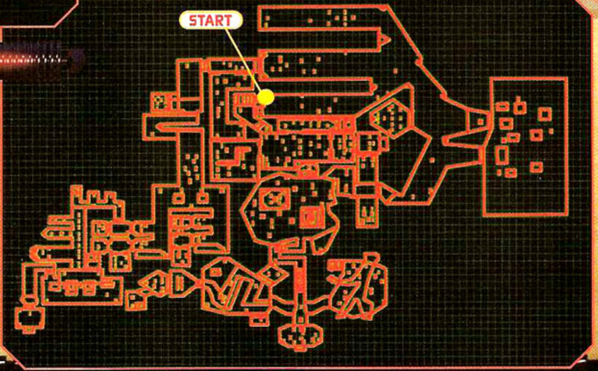
SLOUGH OF DESPAIR

If you look at this level as a big glove, you'll be spending most of your time defeating enemies in the fingers. Look for ammo and weapons around the glove's pinkie.



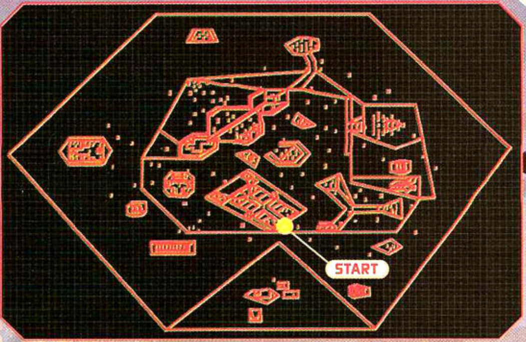
HOUSE OF PAIN

The House of Pain's combination of tight hallways and open areas will give you feelings of both overexposure and claustrophobia. And because almost every area is infested with enemies, this is definitely one of those levels that calls for peeking around corners and doorways before you go barreling into battle. While you may want to rush through the House in search of the exit (which is located in the lower left corner of the map), you should just take your time and have plenty of patience or it will be you who feels the pain!



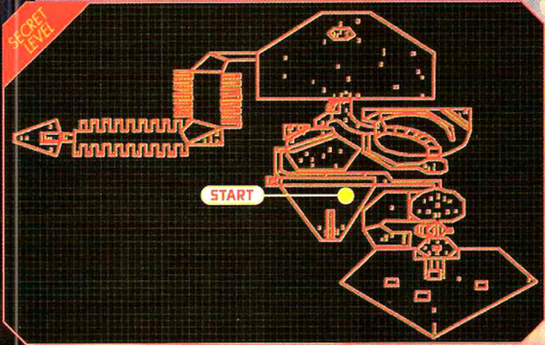
MT. EREBUS

Being one large, open area with only a minimal number of buildings, Mt. Erebus is one of Doom's most unusual levels. If you want to go to the Gate, you must first find the Blue Key in the triangular area on the bottom of the map, then locate the small passage on the right side of the map. But if you want to reach Warrens, focus your attention on the rectangular room in the center.



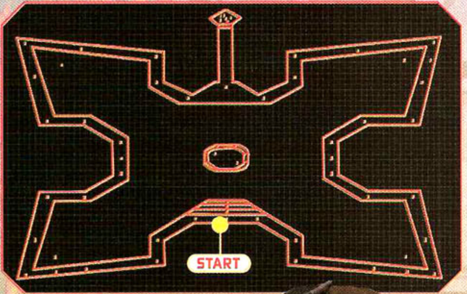
WARRENS

Like Hell Keep, Warrens is a wide open space, but this space is jam-packed with some of the toughest enemies in the game. Enter with plenty of ammo, take a quick step back as soon as you step in, then blast away.



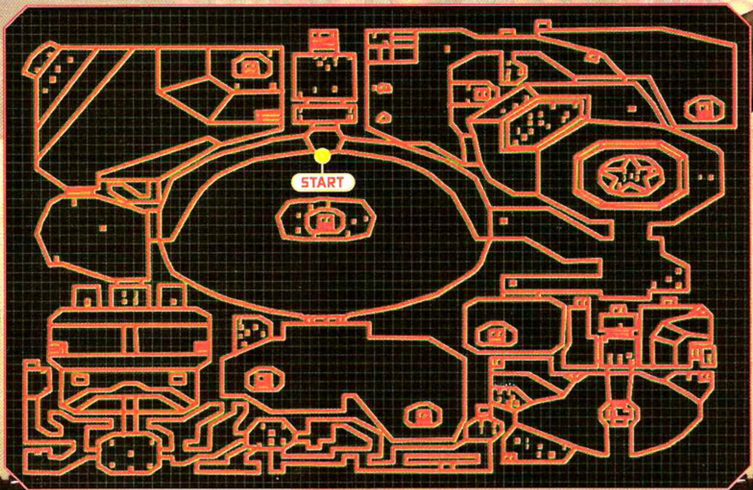
DIS

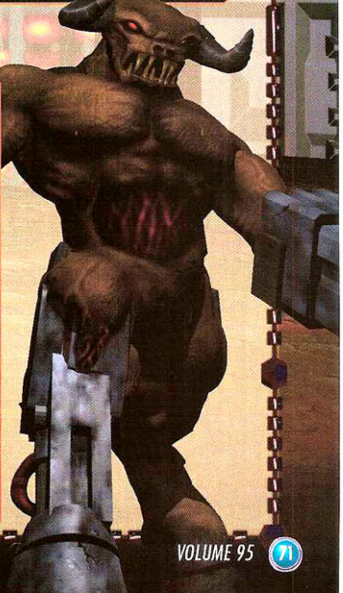
This is Doom's final maze, but before declaring yourself the victor, you'll have to defeat the game's toughest foes! Try firing on the evil fiends while carefully working your way around the edge of the arena.



GATE TO LIMBO

With its large system of teleports and its maniacal lava maze, the Gate is arguably the most complex level in the game. Because it's so complicated, we recommend that you study the map well and pay very close attention to where each teleport takes you.

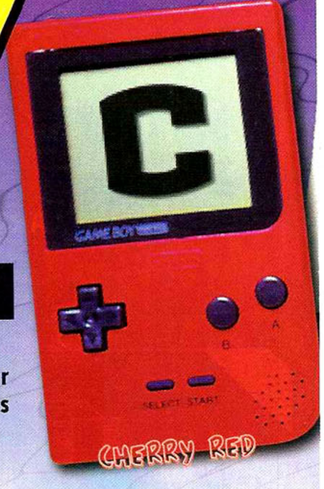




Game Boy® pocket

now found in six tasty colors

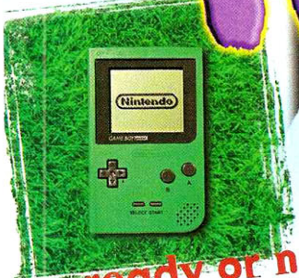
Game Boy made big news by getting small last fall. Now slim, trim Game Boy pocket has players salivating over its new selection of colors. Cherry red. Lemon yellow. Lime green. The hot colors and sharper screen are designed to make portable play even brighter. And portability is the name of the game. Pocket weighs less than five ounces—small enough to fit in the palm of your hand, powerful enough to play every Game Boy Pak ever produced. But when you take Game Boy pocket with you, you'll have to be careful. You don't want to lose a green pocket in the grass. Leave a yellow one by the bananas. Or drop a clear one in the pool.

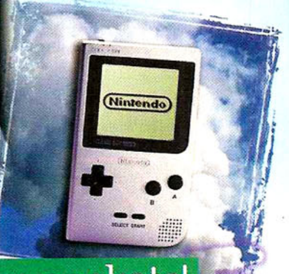


CHERRY RED

contest

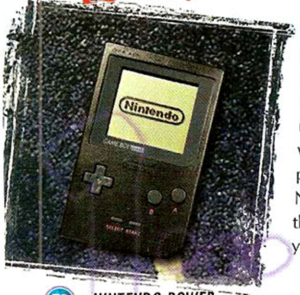
HIDE and SEEK



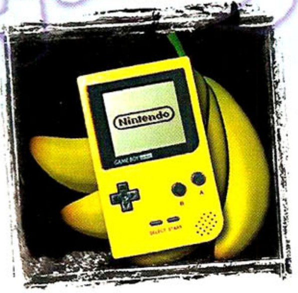


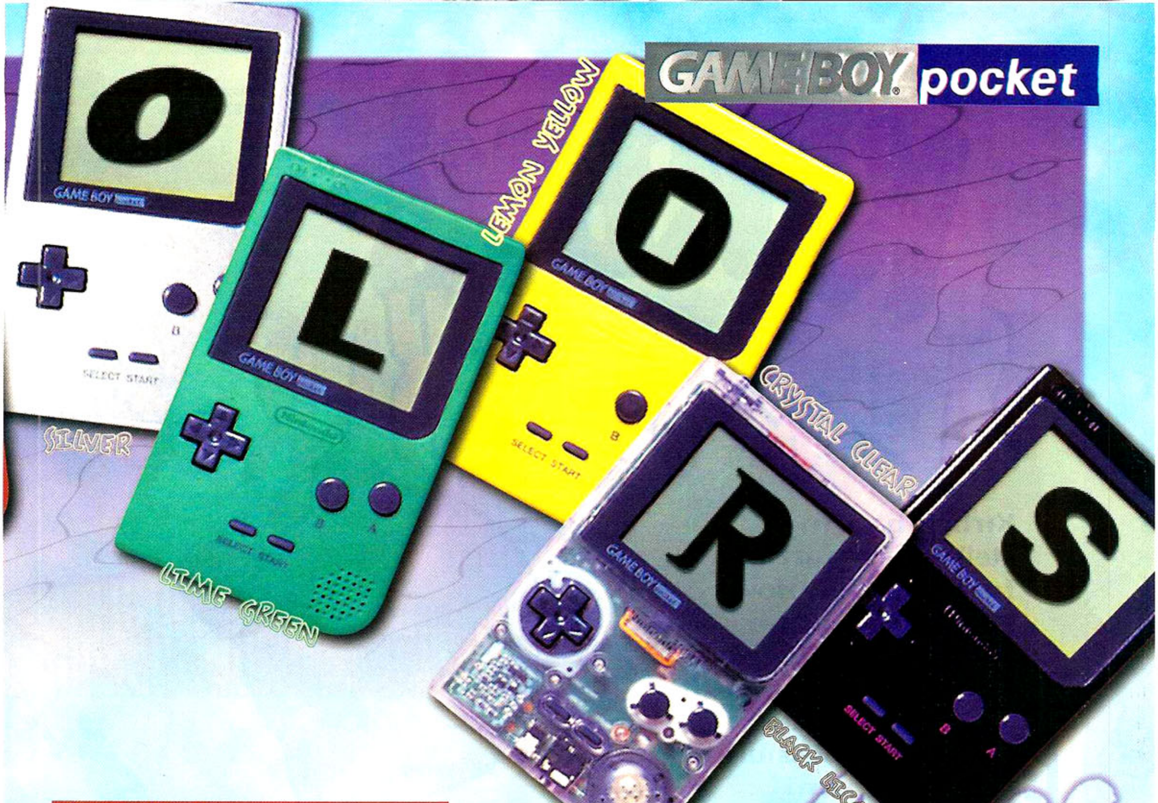
ready or not...

find the Game Boy pockets!



Game Boy pockets are small. Very small. They can camouflage themselves to hide from predators. You know, those game fanatics who won't leave them alone. This month, they're hiding in the pages of Nintendo Power. Lots of them, but we're not going to tell you how many. You'll have to scour every page to search them out. And be forewarned: They can be very, very sneaky. They can be very tiny. Or only partially visible. And they're just as likely to creep onto N64 or Super NES pages as they are to show up in Game Boy reviews. Try to find all of them, then enter for a chance to win a Game Boy pocket in the color of your choice!





here's how to enter

Count the Game Boy pockets hidden throughout this issue. Send your tally, along with your name and address, to the address shown below by May 1, 1997.

25 winners!

Nintendo Power
Hide 'n' Seek Contest
P.O. Box 97085
Redmond, WA 98073-9785

We'll draw 25 winners from among all entries with the correct tally. We'll print the correct number–and disclose the hiding places–in June's Player's Pulse!

Don't forget to count the Game Boy pockets shown on this page, but remember that the rest of them will be harder to find. Now get to it–you don't have to count to 10 before you start seeking!

OFFICIAL CONTEST RULES

No purchase necessary. To enter, print your name, address, telephone number and the number of Game Boy pockets you find hidden in this issue on a plain sheet of paper. Send it to the address shown above. One entry per person, please. All entries must be postmarked no later than May 1, 1997. We are not responsible for illegible or incomplete entries, or for lost or misdirected mail. On or about May 15, 1997, winners will be randomly drawn from among all entries identifying the correct number of Game Boy pockets hidden in this issue. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, send your request to the address above after May 31, 1997.

Prizes: Twenty-five winners will each receive a Game Boy Pocket in the color of his/her choice. Estimated total value of all prizes is $1,500. Some restrictions apply. Valid only in the U.S. and Canada (excluding Quebec). Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state, provincial and local laws and regulations. Contest sponsored by Nintendo of America Inc.

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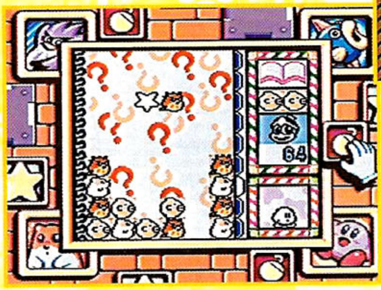
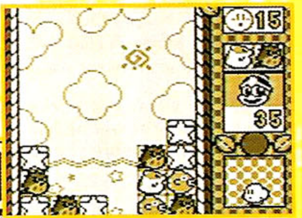
KIRBY'S® STAR STACKER™

Kirby's back in a stellar new puzzler for Game Boy. How does it stack up? After playing for hours, Power editors agree: It's easy to pick up—but impossible to put down!

A PERFECT PUZZLE!

Puzzle Paks have always been some of the top offerings for Game Boy, and Kirby's Star Stacker is one of the best of the bunch. In the terrific tradition of games like Tetris, this puzzler features pairs of falling objects or animal friends that you must manipulate and move around the screen in an attempt to clear away as many stars as you can. Put simply, the stars will only disappear after they've been sandwiched between two identical animal blocks.





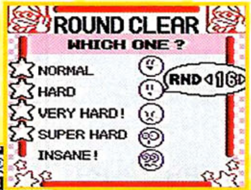
As the game progresses, whole new rows of blocks periodically appear at the bottom of the screen, and, of course, those falling pairs of objects start falling faster and faster. While Kirby's Star Stacker may sound similar to some other puzzlers, we're certain that once you've gotten your hands on it, you'll find that it has so much variety and so many twists that you won't want to let go. In this Pak, Kirby stacks up three challenging, one-player variations, and with a Game Link, you can go head-to-head with a friend! So whether you're a Kirby's fan or just a real puzzle fanatic, grab your Game Boy and start stacking!

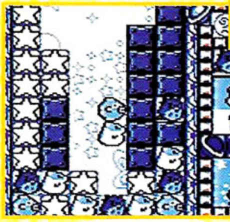
THE PICK OF THE PAK

You can choose from four games in Kirby's Star Stacker, all of them centered around clearing stacks of stars from the screen by using falling blocks. While the different modes share a similar style of play, they all have unique objectives and, as an added bonus, completely separate skill-level settings. All four games are a blast, but the competition really heats up in the Vs. mode, with two players vying to see who can be the first fill up the other's screen with critters!

ROUND CLEAR

In this mode, you must clear a certain number of stars before you can progress to a new round of play. You have to complete a series of rounds to finish each skill level, and the harder you set the game, the faster the pairs of blocks will fall. When you finish on Super Hard, try the aptly named Insane setting!

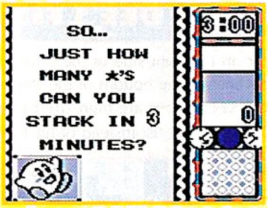


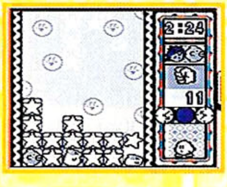


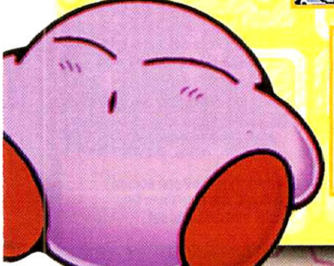
If you want to win in the harder levels of Round Clear, your best bet is to keep an open lane, two-critters wide, down the center of the screen. If you just let the blocks fall willy-nilly, you'll quickly run out of room.

TIME ATTACK

Test yourself in Time Attack to see how many stars you can clear in just three minutes. While it's a good idea to start on an easy skill level, if you're looking to clear a lot of stars, you're going to have to set the game on a harder setting. The higher skill levels start you off with lots of stars and friend blocks on the screen, which sets up the opportunity for cool chain reactions.

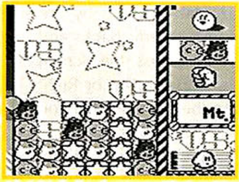

SO...
JUST HOW
MANY ★'S
CAN YOU
STACK IN 3
MINUTES?

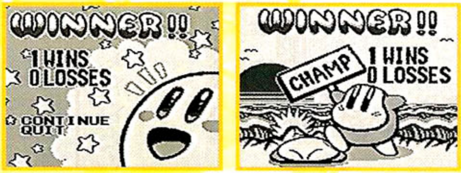




VS

The Vs. mode pits two players against each other as they race to clear stars from their own screens and add them to their opponents' stacks. Every time a player clears stars, a new row of blocks appears at the bottom of his or her opponent's screen. When one player's stack reaches the top of the screen, the game is over. The action quickly becomes fast and furious, so the player with the fastest reflexes, the cleverest strategies, and most luck will win!

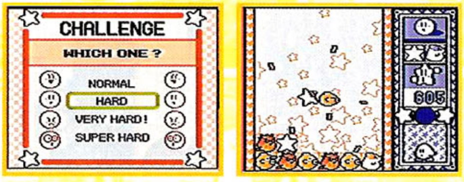




After a victor is declared in the Vs. game, the winning player will be rewarded with a screen image showing his or her own conquering character in a moment of glory. Ah, the sweet smell of success!

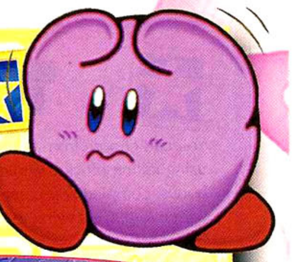
CHALLENGE

The Challenge mode allows you to play a variety of skill levels without any time restraints or the goal of clearing a specific number of stars. If you start on the Normal setting, the game will begin slowly and eventually progress to harder levels of play. If you'd rather jump right into the thick of things, use the Very Hard setting to start with faster falling blocks.



Challenge mode lets you try out strategies that are useful for getting high scores in all the other modes. While playing on the harder settings is tough at first, it's a great way to practice!

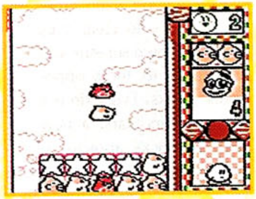
START STACKIN'

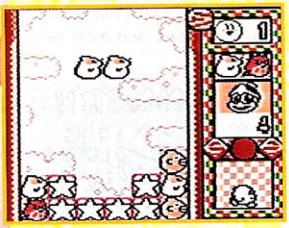


You'll need to have basic skills to be competitive in any of the modes, but you'll have to develop some killer strategies if you want to become a star stacker. If you need additional instruction, be sure to try the Rules option in the game. It's a great primer.

FRIEND BLOCKS

You can flip the pairs of falling blocks into vertical and horizontal positions by pressing the A, B, or Y Button and move them back and forth across the screen by pressing Left or Right on the Control Pad. You can clear stars only by sandwiching them between two identical animal friends.

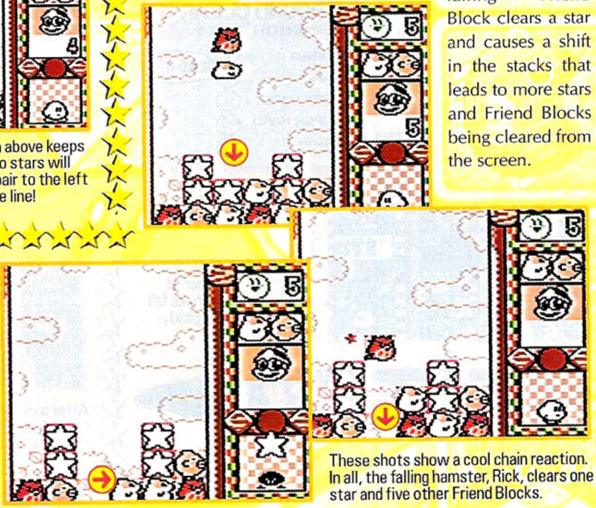




If the pair shown above keeps on this course, no stars will be cleared. The pair to the left will clear a whole line!

CHAIN REACTIONS

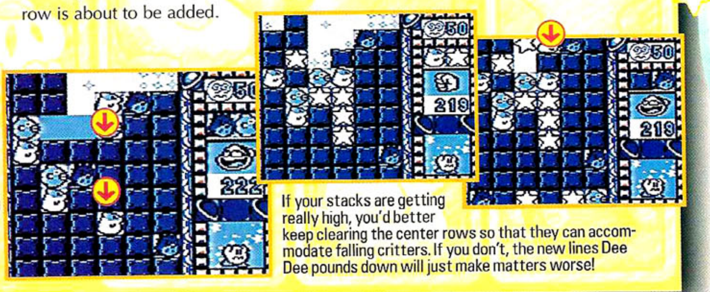
To clear loads of stars, and in turn, rack up tons of points, try creating a chain reaction! While there are many ways to make chain reactions occur, they often happen when a falling Friend Block clears a star and causes a shift in the stacks that leads to more stars and Friend Blocks being cleared from the screen.



These shots show a cool chain reaction. In all, the falling hamster, Rick, clears one star and five other Friend Blocks.

DEE DEE'S FIST

Dee Dee, the character on the right side of the screen, tries to make your game tougher by adding new lines to the bottom of the stacks. The additional row can send you over the top if your stacks are high. Try to keep the center rows clear. When you see Dee Dee's shaking fist instead of his face, you'll know that a new row is about to be added.



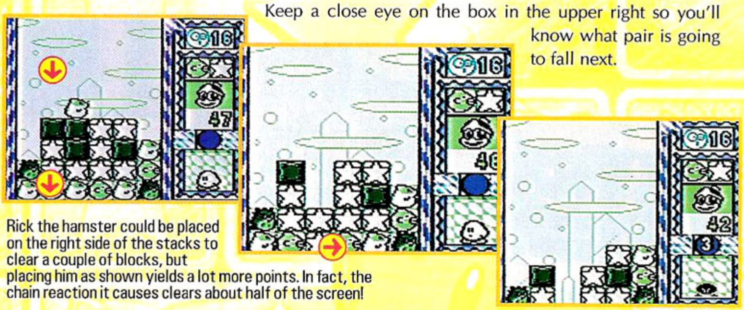
If your stacks are getting really high, you'd better keep clearing the center rows so that they can accommodate falling critters. If you don't, the new lines Dee Dee pounds down will just make matters worse!

STELLAR STRATEGIES

While you're bound to discover that there are lots of ways to earn high scores in Kirby's Star Stacker, you definitely won't rack up many stars without some very sound strategies. As is true in any great puzzle game, the best moves are always made by thinking ahead.

SCORES OF STARS

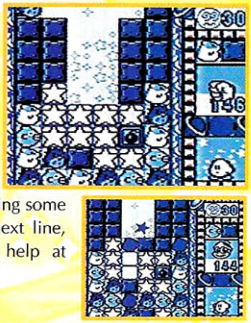
Your score goes up with every star you clear, so try to make the falling Friend Blocks count. Position the falling pairs so that they can clear as much of the screen as possible as they land. Keep a close eye on the box in the upper right so you'll know what pair is going to fall next.



Rick the hamster could be placed on the right side of the stacks to clear a couple of blocks, but placing him as shown yields a lot more points. In fact, the chain reaction it causes clears about half of the screen!

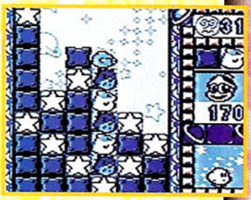
HOLD FOR THE HAND

Pay close attention to the line that's created when Dee Dee slams his fist down. Sometimes the new line sets up new plays, so watch for possibilities. In the upper picture on the right, the bottom line created by Dee Dee ends up scoring some points for the player. The next line, however, doesn't seem to help at all . . . at least not yet.



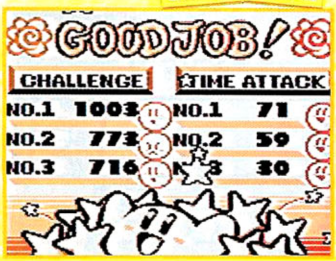
START SLOWLY

If you're having a really tough time getting high scores on the harder skill levels, you may find it useful to change the game to an easier setting. All the best puzzle games require practice before you can become a proficient player, and Kirby's Star Stacker is certainly no exception to the rule! Be patient and start out slow. When you've built up your skills and perfected the many strategies for stacking stars, try your hand at a harder setting.



BEAT YOUR BEST

As a real bonus for players who like to set goals for themselves, Kirby's Star Stacker saves your best three scores in both Challenge and Time Attack. The Records screen also shows the difficulty levels you had the game set on when you achieved your high scores. This is a particularly nice feature for staging challenges, trying to improve your play, or just showing off to your friends!



GOOD JOB!

CHALLENGE		TIME ATTACK	
NO.1	1003	NO.1	71
NO.2	773	NO.2	59
NO.3	716	NO.3	30

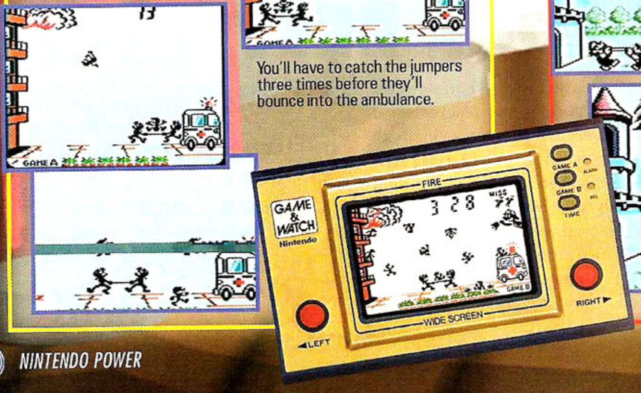
GAME & WATCH GALLERY

Game & Watch portable games were a big hit for Nintendo in the early '80s. Now four Game & Watch classics are back on one Game Boy pak, along with new, updated versions!

FIRE

Classic

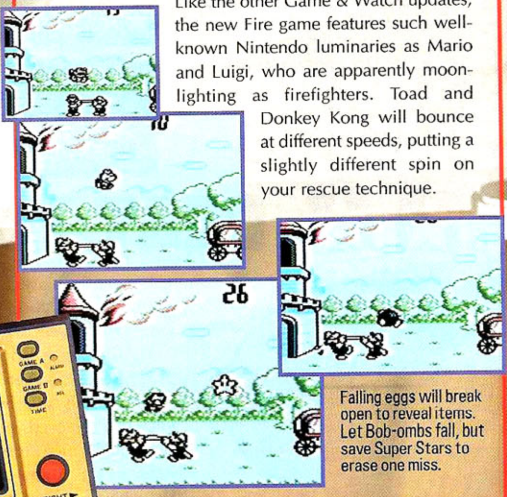
Fire was one of the first Game & Watch hits, finding its way into many a back pocket and briefcase. The object is to use a net to save people jumping out of a burning building. The catch is that they bounce! Juggle them into a waiting ambulance, while keeping an eye out for the next jumper.



You'll have to catch the jumpers three times before they'll bounce into the ambulance.

Modern

Like the other Game & Watch updates, the new Fire game features such well-known Nintendo luminaries as Mario and Luigi, who are apparently moonlighting as firefighters. Toad and Donkey Kong will bounce at different speeds, putting a slightly different spin on your rescue technique.



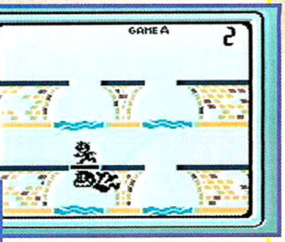
Falling eggs will break open to reveal items. Let Bob-ombs fall, but save Super Stars to erase one miss.

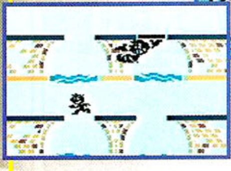
© 1997 Nintendo.

MANHOLE

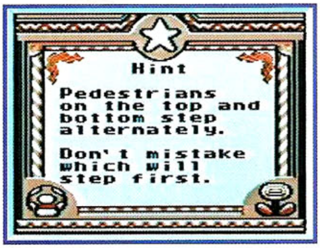
Classic

Manhole was similar to Fire, but it added a second level of play to keep players hopping. You must place a manhole cover under gaps in the platforms to keep the runners from falling. Use the Control Pad to move your character back and forth and press A to move diagonally. Once again, if you rack up three misses, the party's over.





The game's leisurely pace will soon turn quite frantic. The diagonal move is essential to staving off disaster.

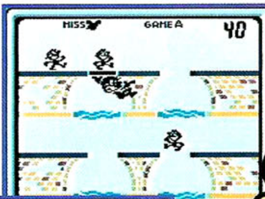


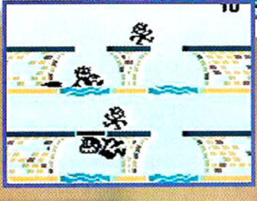
Hint

Pedestrians on the top and bottom step alternately.

Don't mistake which will step first.

Once your game ends, you'll receive a hint that might help you get a better score the next time around. All the Game & Watch games have this handy feature.

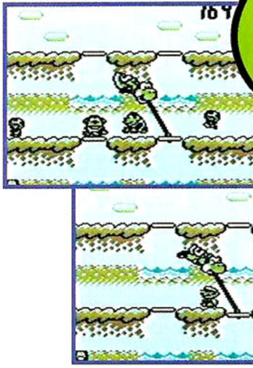




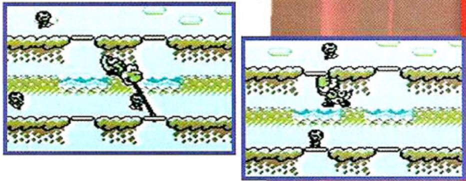
You don't have to wait for the runner to cross the gap and step on the next platform before you move to the next crisis. Once the runner touches the cover and the game beeps you can move on and he won't fall into the pit.

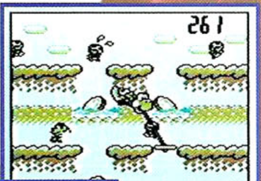
Modern

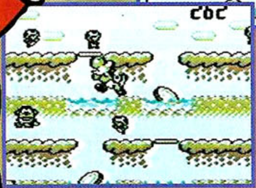
Simple, yet fun–that was the successful Game and Watch formula in the '80s. It's still a good combination today, but that doesn't mean you can't improve on things. This new Manhole with Yoshi is a case in point!



Use Yoshi's nose and tongue to keep four separate manhole covers in place. Unlike the original game, you can catch Toad or Donkey Kong as they fall, giving you a bit more leeway. The game will also slow down and speed up periodically.





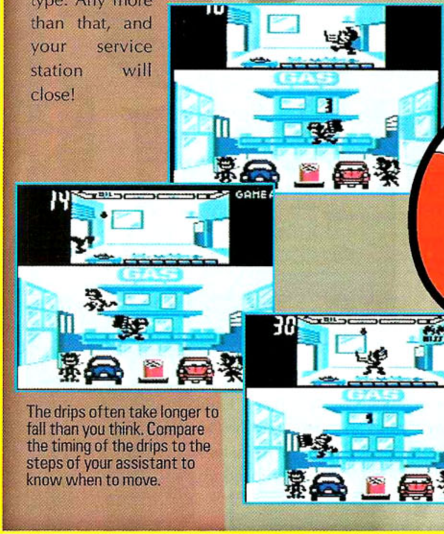


If you're not supporting a cover, a runner can cross over it, but then it will fall. Be ready to pick it up before the next runner comes!

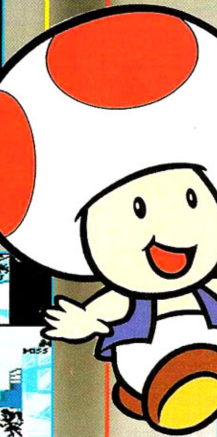
OIL PANIC

Classic

Oil Panic was one of the most challenging Game & Watch titles, and it's still a good ride today. You must catch leaking oil in your bucket and then dump the oil into a barrel carried by your computer-controlled assistant. Missing a drop or dumping oil on a customer will count as a spill. You're allowed up to two spills of each type. Any more than that, and your service station will close!

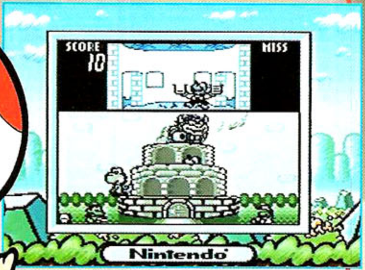


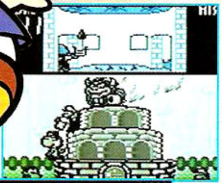
The drips often take longer to fall than you think. Compare the timing of the drips to the steps of your assistant to know when to move.

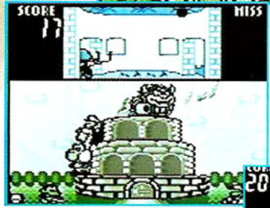


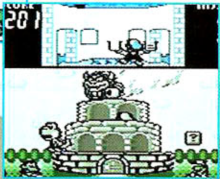
Modern

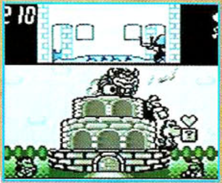
This time it's not faulty plumbing, but Mario's perennial nemesis Bowser that's making such a sticky mess of things by dumping oil on the roof. Luckily for our hero, Yoshi is on hand below to slurp up the greasy excess. You'll have two containers for catching oil, one in each hand, so you'll often be able to catch and dump at the same time. The trick will be gauging the drips to Yoshi's movements and deciding when to catch and which container to use.







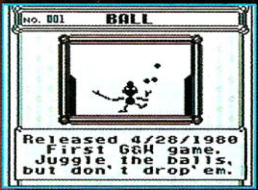




Your containers will hold three drips each. Try to fill them up evenly as you go. If a Question Mark Block appears, feed Yoshi some oil when he's standing right next to it. He'll breathe a fireball on the block and expose a Heart, which will erase one spill.

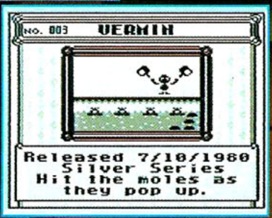
Classic Style

Sporting stylish flip-top cases, the Game & Watch units combined sophisticated looks with fun colors, much like the Game Boy and Game Boy Pocket do today. At about the size of an N64 Game Pak when closed, G&Ws were pretty high-tech back in 1980. Nowadays, you could fit a powerful computer into the same case!



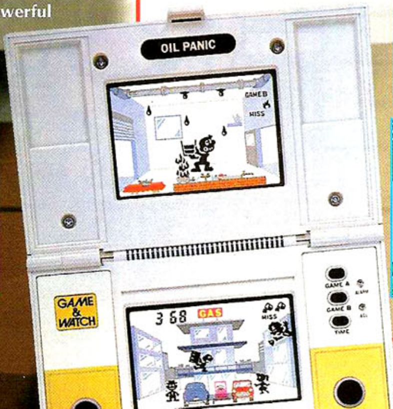
NO. 001 BALL

Released 4/28/1980
First G&W game.
Juggle the balls,
but don't drop 'em.



NO. 003 VERMIN

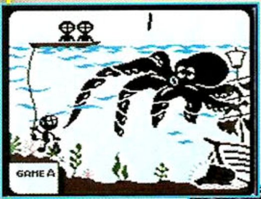
Released 7/10/1980
Silver Series
Hit the moles as
they pop up.

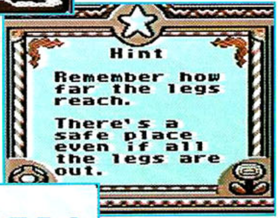


OCTOPUS

Classic

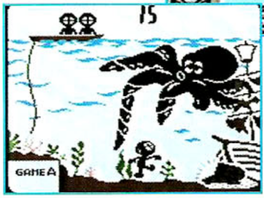
The object of Octopus is to dive off your dinghy and swim to the undersea wreck to retrieve sacks of gleaming pirate treasure. This is easier said than done, however. With its long tentacles and less-than-sunny disposition, the octopus is quite capable of defending his hoard, and it will take all of your cunning to get past his guard. There is a safe spot, but you'll still have to proceed cautiously.




Hint

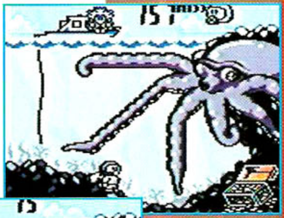
Remember how far the legs reach.

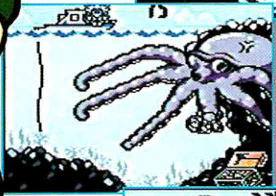
There's a safe place even if all the legs are out.

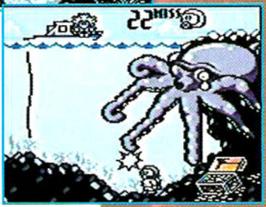


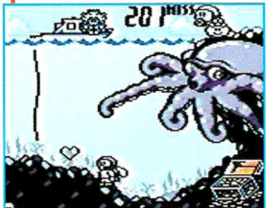
Modern

Mario has proven his diving skills in past games, but that doesn't seem to matter much to his eight-armed antagonist. This new and improved octopus can extend three of his tentacles at different angles, giving him a much wider sphere of influence. Even so, you should be able to find relatively safe spots as you go. Be warned: if you wait too long in the boat, you'll eventually jump out automatically, right into the path of a tentacle!

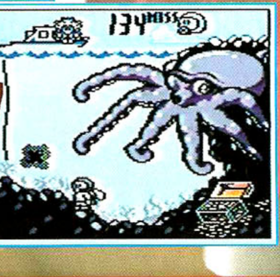






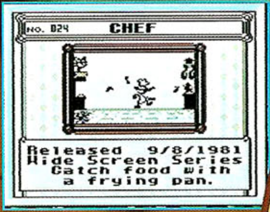


If the octopus grabs you, you'll lose one life. If you rack up enough points, however, Lakitu may fly by and drop off a Heart. Collect this icon to recover one life.

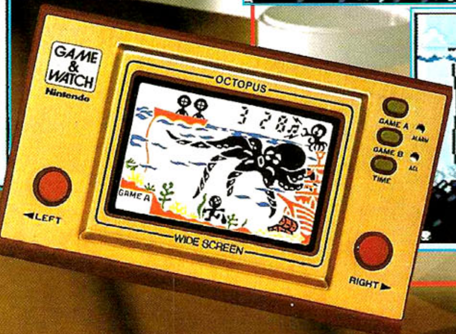


Classic Fun

Game & Watches sold like hotcakes and continued to be popular long after more sophisticated hardware and software were introduced. Some even featured popular Nintendo characters, like Link from the Zelda series. Nintendo no longer distributes G&Ws in the U.S., but other companies continue to market similar single-game units.


No. 024 CHEF

Released 9/8/1981
Wide Screen Series
Catch food with
a frying pan.



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Player's Poll—Volume 95

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City State/Prov. Zip/Postal Code

Age

Membership No. ☐☐☐☐☐☐☐☐☐–☐

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Check out the list on page 106, then write down the numbers for your five favorite games in order of preference, with your top choice first.

A. Super NES 1.____ 2.____ 3.____ 4.____ 5.____

B. Game Boy 1.____ 2.____ 3.____ 4.____ 5.____

C. Nintendo 64 1.____ 2.____ 3.____ 4.____ 5.____

D. Which five products are you most interested in playing?

1.____ 2.____ 3.____ 4.____ 5.____

E. How old are you?

1. Under 6 2. 6-11 3. 12-14 4. 15-17 5. 18-24 6. 25 or older

F. Sex

1. Male 2. Female

What systems do you own?

G. Nintendo 64	1.Yes	2.No
H. NES	1.Yes	2.No
I. Game Boy	1. Yes	2. No
J. Game Boy Pocket	1. Yes	2. No
K. Super NES	1. Yes	2. No
L. Virtual Boy	1. Yes	2. No
M PC	1. Yes	2. No
N. Atari Jaguar	1. Yes	2. No
O. Sega Genesis	1. Yes	2. No
P. Sega CD	1. Yes	2. No
Q. Sega Game Gear	1. Yes	2. No
R. Sega Saturn	1. Yes	2. No
S. Sony PlayStation	1. Yes	2. No
T. 3DO	1. Yes	2. No
U. Other	1. Yes	2. No

What additional hardware did you purchase for your Nintendo 64?

V. N64 Controller Pak (memory)	1. Yes	2. No	3. I don't own an N64
W. N64 RF Switch/RF Modulator (set)	1. Yes	2. No	3. I don't own an N64
X. N64 Controller	1. Yes	2. No	3. I don't own an N64

Trivia Question: What's the name of the "Dinosaur Hunter" who stars in comic books and a Nintendo 64 game?

Answer:____________________

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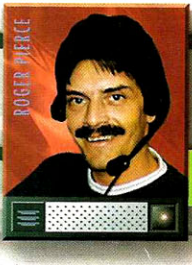
One entry per person, please. All entries must be postmarked no later than May 1, 1997. We are not responsible for lost or misdirected mail. On or about May 15, 1997, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, send your request to the address above after May 31, 1997. GRAND PRIZE: The Grand Prize Winner will travel to the offices of Acclaim Entertainment's subsidiary, Iguana Entertainment, in Austin, Texas. Programmers at Iguana will digitize the winner's likeness and record his/her voice. Both the likeness and voice sample will be used in the sequel to Turok: Dinosaur Hunter. If the sequel to Turok: Dinosaur Hunter is unavailable, Nintendo reserves the right to use the winner's likeness and voice in a different game developed by Acclaim. Grand Prize Winner will also receive Turok: Dinosaur Hunter for the N64. Estimated total value of all prizes is $3,500. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

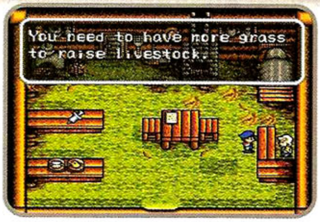
COUNSELORS' corner



HARVEST MOON

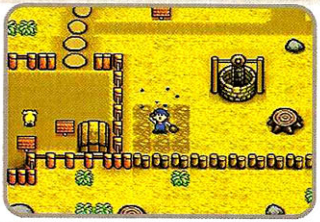
WHY CAN'T I BUY LIVESTOCK?

The clerk at the livestock store won't sell you chickens or cattle unless you have enough grass growing in and around your fields. The amount of hay you have is not measured by the pile stacked in your silo or how much feed you buy at the store. The clerk keeps track of the number of grass squares you have growing around your farm. Remedy your purchase problem by buying and planting more grass seed during the spring, summer or fall.



You need to have more grass to raise livestock.

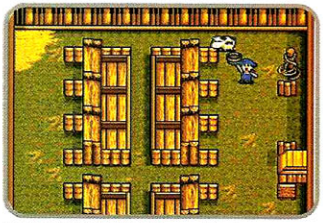
The clerk behind the counter at the livestock store won't sell you animals that you can't feed.



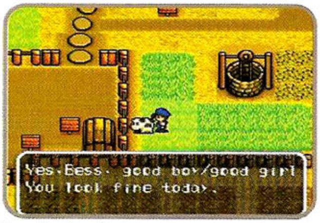
Plant more grass and store your hay inside the silo until the clerk decides that you have enough feed.

WHY CAN'T I MILK MY COWS?

There are several reasons why your cows might not produce milk. If you've just bought your cow from the store, you won't be able to milk her for at least 21 days, and only then if you take care of her every day. You must feed, brush and talk to your cows once a day. The happier your cow is, the more milk she'll produce. If you're worried about time, don't sweat it–time stops whenever you step inside the cattle shed. You'll also need to keep your cattle out of the rain and away from the moles in your field. One final tip: you need the milking machine before you can milk your cows. Look for the device on sale at your local General Store for a whopping 1800G.

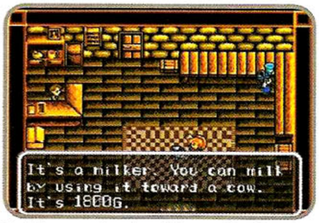


It takes 21 days of brushing and feeding your store-bought cow before she produces milk.



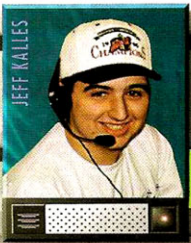
Yes, Bess, good boy/good girl
You look fine today.

If you brush and talk to your cow every day, she'll gradually produce larger quantities of milk.



It's a milker. You can milk
by using it toward a cow.
It's 1800G.

Don't forget to buy the milking machine for your cows. You'll find it for sale at the General Store.

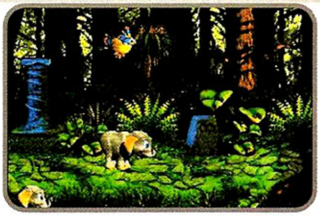


▶DKC 3: DIXIE KONG'S DOUBLE TROUBLE

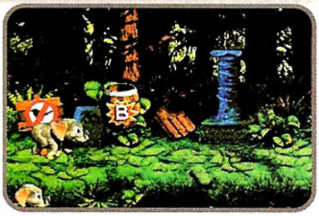
Super NES

WHERE IS STAMPEDE SPRINT'S 3RD BONUS BARREL?

Stampede Sprint's third Bonus Barrel is one of the toughest to reach in the entire game. To find the barrel, Ellie the Elephant must complete the course with Parry the parallel bird flying overhead. The best way to accomplish this task is to remember where the high obstacles are located in the stage and time your jumps accordingly. Your feathered friend will now transform into the Bonus Barrel when you reach the No Parry sign.



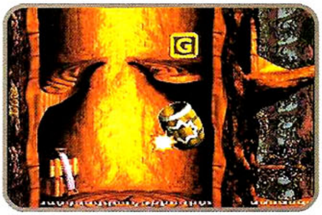
The trick to finding Stampede Sprint's third Bonus Barrel is to keep Parry with you through the stage.



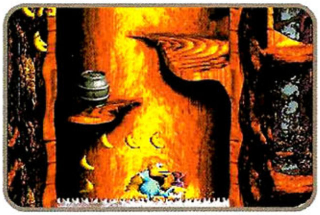
If you memorize the locations of the high obstacles in the stage, Parry can go the distance.

WHERE IS THE DK COIN IN RIPSAW RAGE?

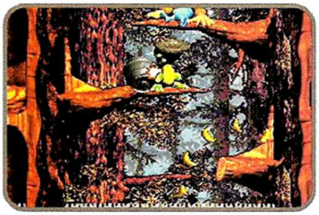
Since the Ripsaw is chasing you throughout the entire stage, it's easy to miss the important details near the end of the level. Directly below the letter G is an invisible Auto-fire Barrel. If you jump for it, you'll blast upward into an Invincibility Barrel. The Invincibility Barrel takes the bite out of the saw blade. Ride the saw to the top of the level where you'll find Koin and a Steel Barrel. Stand above Koin and toss the barrel to the left to claim your prize.



If you time your leap just right, you can spring for the invisible Auto-fire Barrel beneath the letter G.



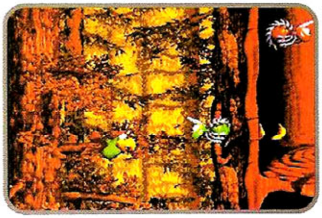
The Auto-fire Barrel shoots you up into an Invincibility Barrel. The ripsaw can't hurt you now!



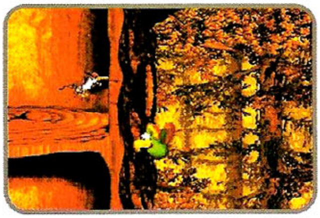
At the top of the stage you'll find Koin and a Steel Barrel. Bonk Koin and grab your DK Coin.

WHERE IS THE 3RD BONUS BARREL IN SWOOPY SALVO?

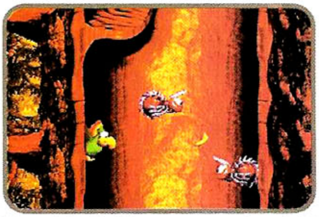
The Bonus Barrel most players miss in Swoopy Salvo is located in the left tree trunk directly across from the No Squawks sign. Instead of egging the Green Zinger and entering the right tree trunk, fly up the right side of the left trunk until you see Swoopys diving out of a hole. Avoid the Swoopys and fly inside the left tree trunk. There you'll see two Red Zingers flying around in a tight circle. The bees are protecting an invisible Bonus Barrel. Duck the bees and make for the barrel.



Don't egg this pathetic Green Zinger. Hold your fire and fly up the right side of the left tree trunk.



Go against the Swoopy flow and fly into this hole. Inside you'll find two Red Zingers waiting for you.



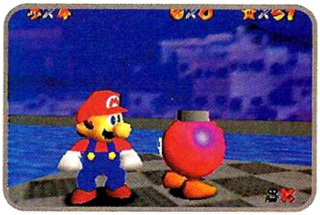
These circling Red Zingers are protecting an invisible Bonus Barrel. Dive between the bees to find it.

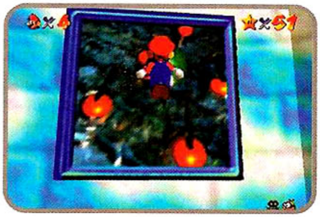
ERIC ELDERS

▶SUPER MARIO 64

HOW DO I REACH THE TOP OF WET-DRY WORLD?

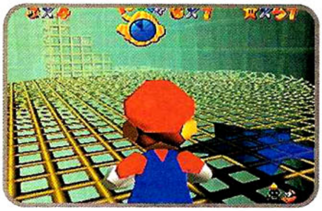
The only way to reach the Pink Bob-omb at the top of Wet-Dry World is to flood the entire level to the highest water level. This is a time consuming task unless you know the trick. If you jump into the highest part of the painting leading to Wet-Dry World, the stage will automatically flood. The best way to jump in high is to execute a Backwards Somersault or a Triple Jump as you leap into the painting.

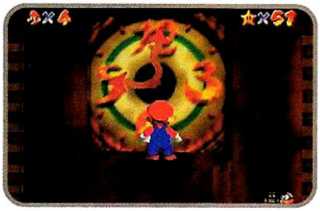

Reaching the Pink Bob-omb at the top of Wet-Dry World can take time, but there's a quick trick.

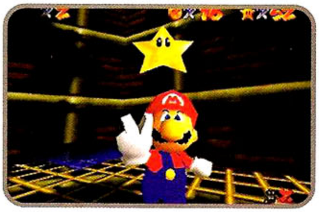

Jump into the highest part of the Wet-Dry World painting and you'll flood the entire stage.

HOW DO I GET THE SIXTH STAR IN TICK TOCK CLOCK?

The transparent star you find near the entrance of Tick Tock Clock is the sixth star in the stage. You'll have to find all eight Red Coins to catch this star. Jump inside the clock at the top of the hour, or when the big hand points to twelve. If you jump in at that exact moment, the clock gears will freeze. It's easier to get all the Red Coins when the clock is stopped. After you collect the eight Red Coins, the Star will solidify and float up near the highest part of the clock.

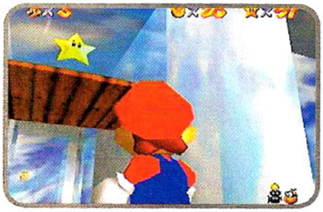

If you want this star, you'll have to find all eight Red Coins gyrating around in Tick Tock Clock.

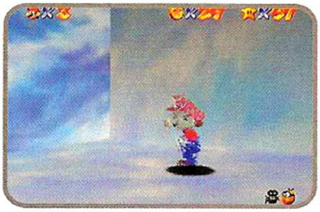

To freeze the rotating gizmos inside the clock, jump into the face when the big hand is at the top.

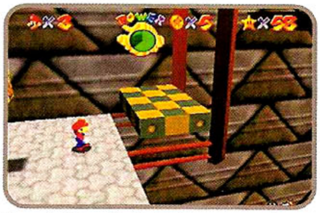

It's easiest to collect all eight Red Coins when the clock is stopped and all the gears are frozen.

HOW DO I GET THE STAR INSIDE THE SNOWMAN'S IGLOO?

You'll need the Vanish Cap to reach the Star inside the Igloo. You'll find the Vanish cap in the solid Blue Exclamation Block. If the Blue Block is a blue vapor square, you'll need to retrace your steps and finish the Vanish Cap Course inside the moat. To reach the Blue Exclamation Block inside the Igloo, execute a Double Jump over the low ice wall. Once you have the Vanish Cap, you can run through the rest of the ice wall inside the igloo and easily reach the star.


This star is frozen in a solid block of ice inside the Igloo. You'll need the Vanish cap to reach it.


Hit the Blue Exclamation Block to activate the Vanish Cap. Now run over and get your star.

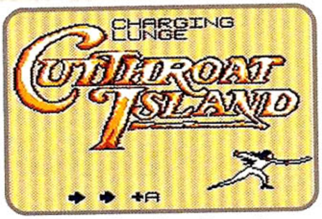

If you don't have the Vanish Cap, return to the Castle Moat and complete the Vanish Cap Course.

DAVID HUNZIKER

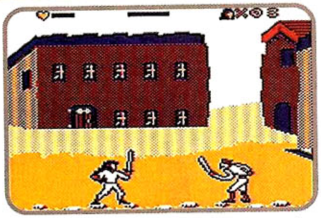
▶ CUTTHROAT ISLAND

WHEN CAN I EXECUTE A BONUS MOVE?

When you finish Stages One, Three, Five and Eleven, you'll learn a Bonus Move. After you learn a Bonus Move, you must have a full Aggression Meter, to execute it. If you lose your life or 25% of your health, the Aggression Meter will reset to zero. To rebuild your Aggression, disengage from the battle or back away from your enemy until the meter is fully restored.



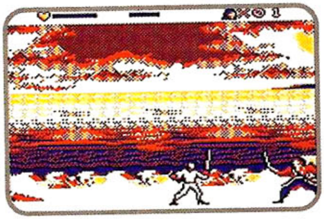
You'll learn useful new Bonus Moves when you complete Stages One, Three, Five and Eleven.



Bonus Moves can be used when your Aggression Meter is full. Avoid damage until the meter is full.

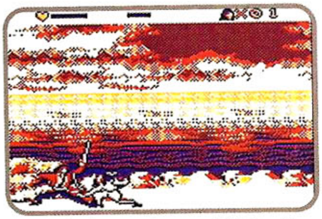
? HOW DO I DEFEAT GOVERNOR AINSLEE? ?

Governor Ainslee is waiting for you with his cutlass at the end of the Cove in Stage Eleven. You can defeat him easily if you trap him in the far left corner. Open your attack with a series of Slide Kicks until he is pushed up against the left corner of the screen. The Slide Kicks will knock him off balance. Once he's down and trapped, you can hit him with a series of uppercuts or sweeps. Repeat this until he resigns.



Don't let the bad Governor cut you up. You don't have to use your sword to win the battle.

Use a quick series of Slide Kicks to trap Governor Ainslee in the far left corner.



Once Ainslee is trapped, you can finish him off with a rapid combination of uppercuts and sweeps.

Q&A FAST FACTS

In the USA Call:
1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

Or write to: Counselors' Corner, P.O. Box 97033
Redmond, WA 98073-9733

In Canada Call:
1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

KI GOLD

Q: Is Kim Wu's Dragon Punch pop-up also a Special move?

A: No. It's only a pop-up, not a Special move.

Q: My game doesn't save my highest combo scores. Why not?

A: This is one of the features that does not save. It resets whenever you turn off the power.

SUPER MARIO RPG

Q: What do I get for finding all the treasure boxes?

A: Nothing! But the Treasure Box Monster in Monstro will tell you when you have them.

Q: What does the Fungi Lamp do?

A: The Fungi Lamp restores your HP and FP, just like when you stay at an inn. Stand in front of it and press the A Button.

PINOCCHIO

Q: Can I enter any of the doors and windows in the first stage?

A: No. You can enter only the archways.

Q: What is the purpose of the pages?

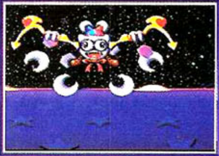
A: Collect the pages to gain special abilities, such as high jumping or attack spins.

BEAT THE BOSS

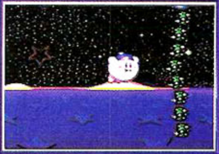
Turn the tables on your troublesome tough guys with notes from the Power pros.

Leave a Marx on the Milky Way

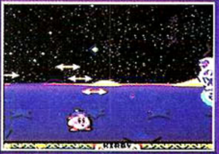
Marx the Bird is the last enemy on the Planet Nova and the final opponent in Milky Way Wishes, the sixth game in Kirby Super Star. When you pluck all of Marx's feathers, you'll be able to fight your way through Kirby's Arena game, a fast-paced, tournament fighting game.



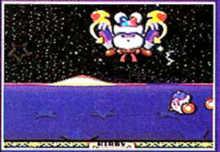
Marx is a larger version of the Beam Enemies you've encountered earlier in the game. The number of hits it takes to defeat him depends on the weapon you've selected. The Hammer works best.



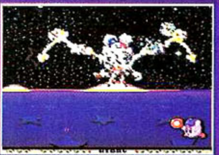
Whenever Marx flies away, it's important to watch the top and bottom of the screen. You'll see his shadow just before he swoops at you, so you can anticipate and escape his attack.



Remain in the corner when Marx resumes his attack. Use your Hammer on the sickles and let your Helper carry the first half of the fight. Avoiding damage is critical at this point.



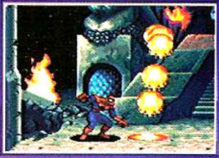
Take a swing at Marx whenever you can avoid trading damage. If you stay in the corners and fight conservatively, you might be able to finish Marx on your very first try.



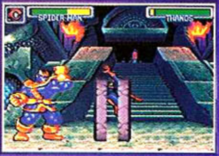
THE END
MILKY WAY WISHES

A Hot-Footed Squeeze Play

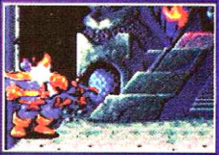
Thanos puts the squeeze on you at his favorite barbeque pit. If you stand still too long, he'll tickle your toes with flickering flames. Even if you avoid being burned, he'll smash you flat between two crushing walls. Select a fast character and use the Soul Gem in this final fight.



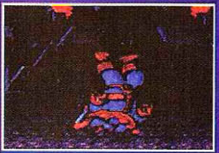
If you stand in one place too long, you're going to get a flaming hot foot. Always keep moving around the room and back away from Thanos whenever he tries to lash out at you.



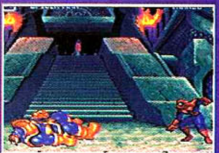
Check to see if Thanos is in a defensive stance before you attack. If Thanos is defending, abort your assault and retreat before he has a chance to dish out some serious damage.



While quick Super Heroes work best against Thanos, it's also important to pick a hero with Special Moves that you know. Special Moves inflict more damage than regular attacks.



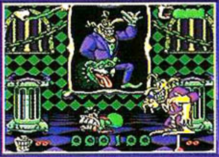
The Soul Gem doubles the length of your hero's life line. This item is vital since Thanos can inflict more damage than you can, even when you exchange blows using your Special Moves.



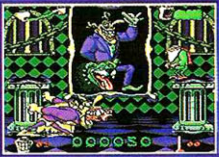
BOOGERMAN
A PICK AND FLICK ADVENTURE

A Pick and Flick Trick

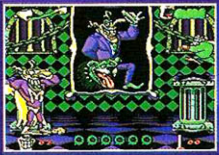
The Booger Meister is the final freaky foe in Boogerman's pick and flick adventure. This totally gross enemy can be fairly easy to defeat if you remember to switch sides of the room with him every time he charges. If you don't, the consequences will be breathtaking and stomach-turning.



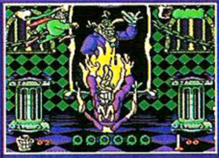
Have a blast! You can use your Super Frrt attack only at the beginning of the battle, then you'll have to flick your way to at least 17 hits before you defeat the Booger Meister.



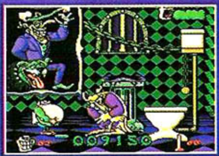
Depending on the Booger Meister's move, you'll always want to remain at the opposite side of the screen on one of the two pedestals in the room. These locations are semi-safe spots.



As the Booger Meister begins a grotesque charge, flick a booger at him, then jump over him and sprint for the refuge of a pedestal on the other side of the putrid pus chamber.



You're never safe from the Booger Meister's methane missiles. Jump over the gas attacks, even if you're standing on top of a pedestal, then turn and flick a booger in his direction.



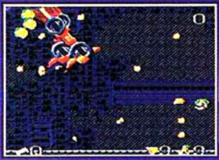
Always remember to switch sides and keep your distance. If you're consistently the quicker flicker, you'll have no problem giving the Booger Meister the royal flush out of Pus Palace.

INTERPLAY
CREDITS

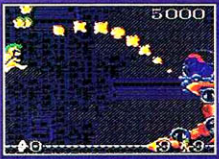
MOHAWK & HEADPHONE JACK™

Mech Head Madness

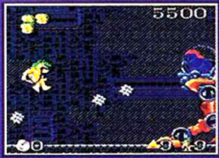
General Headslot is dancing a funky two-step inside a heavy metal mech robot at the end of the game. If you've saved your morph explosions and know the weak spot, you'll stand a good chance of stripping the gears in Headslot's monstrous mech and sending the General out for spare parts.



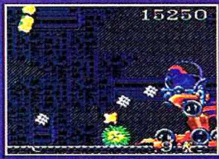
Unload all of your morph explosives when you first see Headslot in his mech. If you've saved all three of your explosives, you've tripled your chances of winning this battle.



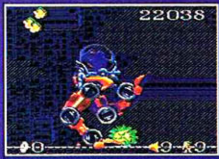
The General's Mech is equipped with three different weapons. You can avoid all three types of barrages by keeping your distance and remaining on the opposite side of the screen.



As the General shoots at you, the projectiles will fly in three separate waves: the first shoots low, the second is aimed at your head, and the third wave will soar skyward.



Jump the two shots from the first wave, then roll into your spiked ball and hit the Mech's feet as the other waves shoot above your head. Keep doing this until the mech starts walking.



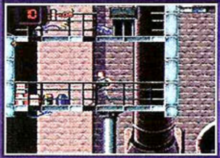
If the mech stomps toward you, roll into a spiked ball and hit his exposed feet. Depending on how many explosives you've detonated, you'll have to trip him about 30 times for the win.

YOU WIN
YOU WIN
YOU
YOU WIN

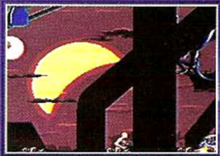
ALIEN³

The Ultimate Sacrifice

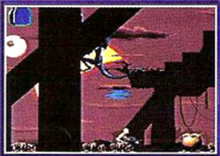
You'll encounter the Queen Alien in Surface Area #10 in the Red Hot mission. Contrary to what is mentioned in the instruction manual, the Blue Flame Thrower does more damage to the Queen Alien than the Red Flame Thrower does. Just make sure that you conserve your blue fuel before the battle.



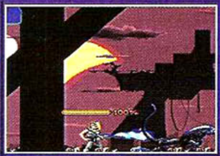
You can reach the Queen Alien's chamber by going through Mine Area #5 to Surface Area #10. There's a Blue Flame Thrower just outside the entrance to Queen Alien's chamber.



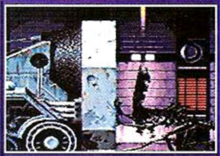
On your way into the chamber you'll encounter a group of charging aliens. Use a weapon other than your flame thrower to dispatch these dreadful fiends before they get in your face.



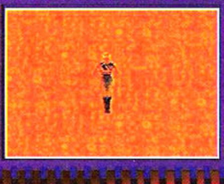
Depending on how straight you shoot, the last alien sentry may elude your aim and spring in circles around you. Wait until he drops into the lower right corner, then blast him.



While almost anything works against the Queen Alien, the Blue Flame Thrower gets the job done faster than other weapons. Pull the trigger and fry the alien before she strikes.



In the game's final sequence, heavy machinery pushes the Queen Alien into the furnace. Ripley must sacrifice herself to destroy the last traces of the hideous aliens on the planet.

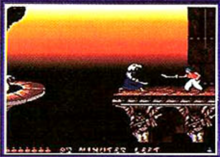


PRINCE OF PERSIA 2

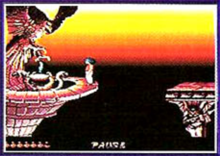
THE SHADOW & THE FLAME

Don't Get Burned by the Flame

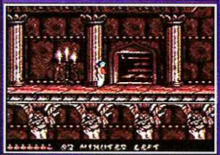
Unlike other titles that feature bad bosses at the end of the game, Prince of Persia II guards its ending with a fairly difficult puzzle. You'll have to defeat a sentry and jump in front of a burning torch to break the spell cast on the sleeping princess.



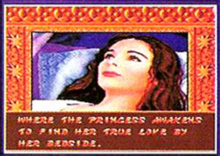
This guard is the last sentry before you reach the Eagle and the Flame. After you take out the guard, you'll have to jump across the gap to the rounded edge on the left.



Death is instantaneous if you even brush the cobra bobbing in front of the Flame. All you have to do is stand on the ledge to make the door down the hall behind you open.



Jump back across the gap and return three screens to the right. The door that was previously locked will now be open. Walk through the portal to find your princess and end the game.



WHERE THE PRINCESS AWAKENS TO FIND HER TRUE LOVE BY HER BEDSIDE.

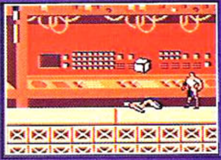
When you stood on the platform in front of the statue of the Eagle and the Flame, you broke the spell's hold on the princess. She will awaken just in time to see you standing beside her bed.

BEAT THE BOSS

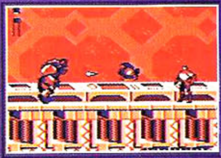
IRON MAN X-O MANOWAR IN HEAVY METAL

Rout General Krytos

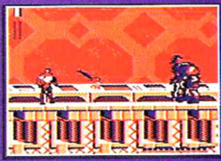
The games final encounter takes place in General Krytos's spaceship high above the earth. While you can select X-O Manowar, General Krytos has a tough time getting past Ironman's Roundhouse Kick. If this is your first attempt at beating the game, save your thumbs and go with Ironman.



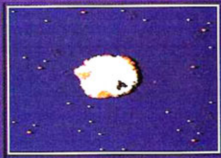
You'll encounter Baron Zemo in a corridor before you fight General Krytos. When you defeat Zemo you'll recover the deadly cube weapon, but Krytos won't let you escape without a fight.



When Krytos shoots at you, jump his shots and fly toward the ceiling. Shoot down at Krytos before you land back on the ground. Time your attack so you won't take any damage.



If the General charges toward you, use Ironman's Roundhouse Kick to throw him backwards. After he retreats, Krytos will resume shooting at you. Keep repeating this pattern.



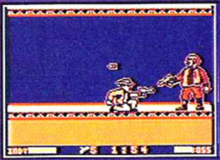
After you destroy the General, you'll automatically escape from his ship. As you hurtle homeward, you'll see Krytos's spaceship explode just before the ending credits.

CONGRATULATIONS! THE EVIL MENACE HAS BEEN DEFEATED. THE UNIVERSE IS SAFE... FOR NOW.

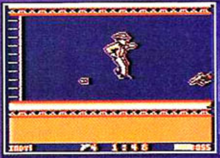
INDIANA JONES® and the LAST CRUSADE™

Choose Wisely

The final soldier in the Airship is tough, especially if you don't have a gun, but you can defeat him if you remember his pattern and time your jumps. After you finish the stage, you'll have to choose the chalice that is the Holy Grail. If you make the wrong choice, your father will perish.



The gun-toting soldier at the end of the Airship stage can be really tough if you don't have the gun. It takes six bullets or thirty lashes from your trusty whip to defeat him.



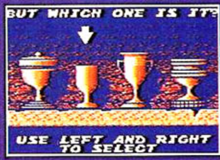
The soldier always shoots a high shot and then ducks and shoots low. Duck the first shot, then move right and jump over the low shots until you see the soldier on the screen.

INDY ENTERS A CAVE FULL OF CUPS GUARDED BY AN OLD KNIGHT!

Duck and either shoot or whip the soldier as quickly as possible. After you defeat him, the game will transport you to a dusty cavern where the Holy Grail is rumored to be guarded.

CHOOSE WISELY: ALL BUT ONE OF THE CUPS IS POISONED!

An ancient knight from the Crusades guards the chalice. Since the old crusader is very feeble, he has protected the Holy Grail with a perplexing and potentially lethal puzzle.



BUT WHICH ONE IS IT?

USE LEFT AND RIGHT TO SELECT

You need to remember that the chalice was made for a carpenter. Nearly all the vessels in the room are very ornate, but there is one plain goblet. Select this one to win the game.

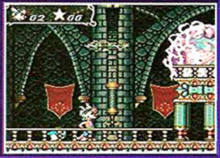
VICTORIOUS, THE HEROES HEAD HOME TO PREPARE FOR THE NEXT ADVENTURE!

BEAT THE BOSS

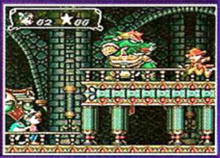
ARDY LIGHTFOOT

Knock the Devil Out of Visconty

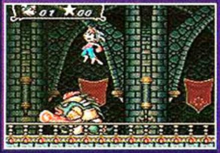
Visconty the Devil is a green reptile waiting for Ardy inside the Royal Throne room. You can't hurt Visconty until Don Jacoby shows up and destroys his purple force field. Then you can use the jet platform to blast up to Visconty and knock the scales right off his back.



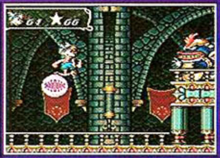
Visconty is invincible until Don Jacoby arrives and turns off the lizard's force field. Dodge Visconty's lightning bolts and spears until Jacoby shows up, then hop on the jet platform.



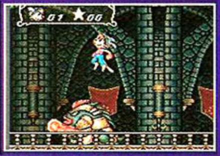
Use Jacoby's cart to charge Visconty. Stomp on the cart's button until the back inflates and the cart rolls forward at the lizard. Jump off the cart and use your tail attack on Visconty.



After Visconty destroys your cart, you need to bounce off the balls he throws at you until you're close enough to the lizard to hit him in the head with your tail. Do this five times.



When Visconty is knocked back down to the floor, he'll start teleporting around the room. Try to avoid him or hit him with your tail attack when you have a clean and safe shot.

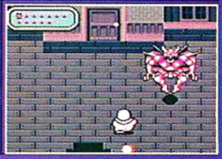


You must hit Visconty 15 times in the head before he gives up. You'll earn the Sixth Wishbone from Visconty and get the Seventh Wishbone when you pull Jacoby from the rubble.

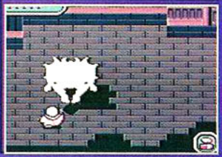
Addams Family Values

Three Fiends in One

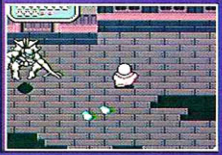
The Demon Gargoyle transforms three times before being defeated. At first he splits into two fireball-shooting gargoyles. After you hit him 30 times, his eyes shoot twin lasers. When you hit him 40 more times, he changes into three flying gargoyles. Hit him 50 more times to win the game.



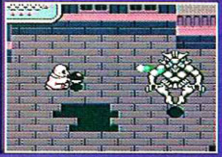
Uncle Fester might get flustered in the final fight unless you pack a pocketful of cookies and always remain light on your feet. It takes exactly 120 blows to defeat this bad beast.



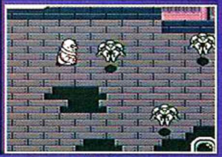
Since you'll need to get close to inflict damage on the Gargoyle, it's important to time your attacks so you won't exchange damage. Watch for a rhythm in the Gargoyle's pattern.



The Gargoyle's first form shoots fireballs and splits into two torturous twins. Keep moving around the room and do your best to avoid being singed by the flaming missiles.



After you hit the Gargoyle 30 times, he'll mutate and turn gray, then his eyes will start to shoot lasers in your direction. Time your blows so they alternate with the laser blasts.



The Gargoyle splits into three equal parts when you hit him 40 more times. There's no safe spot to stand, so munch on a cookie or two as you hit him the final 50 times to win the game.

CONGRATULATIONS!
YOU'VE COMPLETED
ADDAMS FAMILY VALUES.

Your Power Guide To The Latest Releases April 1997
Nintendo
NOW PLAYING
N64
Game Boy
Super NES

BLAST CORPS

Nintendo/64 Megabits

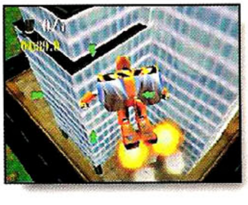
Category	Action
Graphics & Sound	4.1
Play Control	3.7
Challenge	4.0
Theme & Fun	4.2

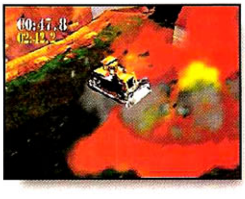
- 1-Player
- 57 Stages
- Controller Pak (14 data pages)
- Memory Back-up

Rating K-A

There's a whole lot of shakin' going on in Nintendo's Blast Corps.

Although most people think of the N64 as a machine that maximizes creative fun, it can be used for destructive fun, as well. In Blast Corps, players operate heavy demolition machines in order to save the world from a nuclear nightmare. Piloting 12 machines of destruction through the dozens of areas where a leaking nuclear missile vehicle must pass, players race against time to clear the way of obstacles that could make the nukes crash and blow. That would be a bad thing. The good thing is that you have serious machinery to work with—machines that slam, pulverize, and crumble the foundations of any unfortunate building that gets in the way. Blast Corps also gives players freedom of choice—freedom to choose their own path and to choose which vehicle (from those available) that they will drive. In addition to the stages where you knock over towns, Blast Corps has lots of bonus areas with special vehicles and goals. The development team at Rare also included extensive help for the early stages of the game in the form of pop-up messages and hints. These messages come in handy since the game includes a number of subgoals, and each vehicle has very different demolition characteristics. But the real stand-out feature of Blast Corps is the graphics, including dramatic explosions, clouds of dust and smoke kicked up by your rampage. Destruction for destruction's sake may be fun for a while, but in the end, players find more satisfaction in mastering the different vehicles and overcoming the inventive obstacles in each stage. Give this game a play and you'll see that it isn't all just smoke and broken mirrors.





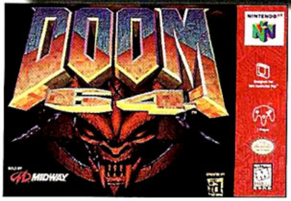
+ Innovative game play. Great graphics. Lots of levels.

− The play control for some vehicles is not intuitive.

Pros' Picks SP HS DO LS

DOOM 64

Midway/64 Megabits



Category
Action

Graphics & Sound 3.3

Play Control 3.7

Challenge 3.8

Theme & Fun 3.7

- 1-Player
- 32 Levels
- Controller Pak (2 data pages)

Rating
Mature

The Doom phenomenon begins anew on the Nintendo 64.

When is a port not a port? In the case of Midway's Doom 64, the game is not a port because all the areas are new—new maps, new puzzles, new challenges. The rest of the game is vintage Doom with several outstanding exceptions. Exception number one is that the 3-D graphics look more realistic than anything we've seen so far on the N64, and that's quite an achievement. Doom 64 also moves faster and smoother than any previous incarnation of Doom. The sound is also exceptional, not to mention being an essential part of the game play. The stereo effects can clue you in on the direction of upcoming attacks or opening passages. In other words, you can hear a door open to the left, then move in that direction to find it. The game play remains Doom through and through, which may disappoint some players who expected more. But Doom fans should rejoice now that they have the best of all possible Dooms. In the game, you reprise the role of the lone space marine who encounters demons from another dimension. The invaders have taken over an installation on one of the moons of Mars, so help is not likely. It is your job to stop the invasion before it spreads further, but all you have to help you in your mission is your own agility and the scattered weapons and items that you can pick up along the way. It's an all-out lead-fest with gore and goo piling up in mounds, which accounts for the Mature rating. But Doom defines the entire genre of 3-D shooters in the same way that Tetris defines puzzle games. Everything else is compared to it. In the case of Doom 64, the competition will be hard-pressed to match the game play experience or the graphics.

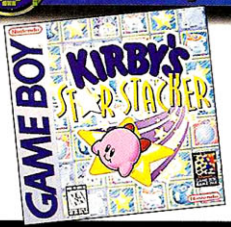
+ Realistic, stunning 3-D graphics. Fast. True to the original Doom games.

− Enemy animation too jerky.

Pros' Picks SP TM PS

KIRBY'S STAR STACKER

Nintendo/2 Megabits



Category
Puzzle

Graphics & Sound 3.7

Play Control 3.8

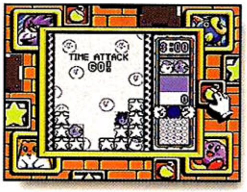
Challenge 3.5

Theme & Fun 3.2

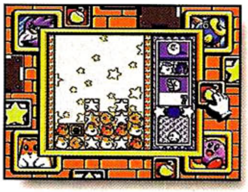
- 2-Player
- Game Link
- Battery backed-up memory

Rating
K-A

More masterful puzzle action from Nintendo.



Kirby's three pals play the central role in this puzzle game from Nintendo. Although the action looks a bit like Tetris Attack at a fast glance, the play turns out to be quite different. The best way to clear rows from the window is by sandwiching star pieces between two pal pieces of the same type. Two Coos flanking three stars, for example, will cancel out all five pieces. The sandwich action can take place horizontally or vertically and larger chains earn extra stars that clear even more pieces from the screen. Players can choose from four modes of play including Round Clear, Vs., Challenge, and Time Attack. The Rules option teaches you how to play while the Records option keeps track of the best Challenge scores and times for Time Attack. Kirby's animated antics liven up the victory screens and the Super Game Boy enhanced border and colors make the game more than suitable for play on the Super NES. If the game seems simple at first, try cranking it up a few notches in difficulty. With four levels of challenge, there's a speed for everybody. There's even a hidden, super insane level of difficulty for masochists. If you can survive more than a few moments on Insane, give yourself a medal. This month, Power helps you get started on the road to insanity.



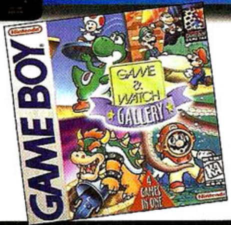
+ Seems simple, but is very challenging and fun. Four game play modes. Battery.

− Kirby is just a figurehead. Higher difficulty levels are truly demented.

Pros' Picks SP TM LS

Game & Watch Gallery

Nintendo/2 Megabits



Category
Action

Graphics & Sound 3.1

Play Control 3.5

Challenge 3.4

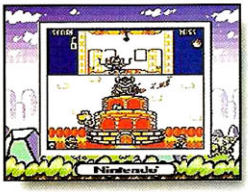
Theme & Fun 3.3

- 1-Player
- Battery backed-memory
- Four games in one Pak
- Based on Game & Watch

Rating K-A

Return of the Game & Watch.

Game & Watch from Nintendo was a series of hand held game units produced in the early to mid 1980s. The series featured LCD screens and games that managed to be both simple and challenging. Now, four of those games have been adapted to Game Boy in Game & Watch Gallery. The games include Oil Panic, Fire, Octopus and Manhole. Don't expect any puzzle elements. It's just pure reaction and increasing speed. Sometimes that's all you want. Gallery provides a quick escape to simpler times.



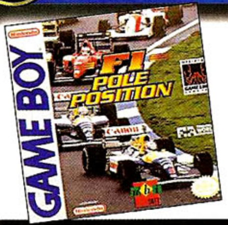
+ Simple but engaging play. Four games in one Pak. Battery backed-up memory.

− Highly repetitive. Not very sophisticated compared to most other Nintendo Game Boy titles.

Pros' Picks DO

F-1 Pole Position

Ubi Soft/Rerelease/2 Megabits



Category
Racing

Graphics & Sound 3.0

Play Control 3.2

Challenge 3.2

Theme & Fun 2.9

- 1-4 Player
- Passwords
- 4-Player adapter required
- Originally released in 1993

Rating K-A

Formula One racing reruns on Game Boy.

Ubi Soft's formula one racer for Game Boy is back on the road. What you'll discover is a challenging race with several realistic features. In addition to racing against great drivers such as Andretti and Mansell, you'll find yourself on international tracks with terrain, racing in cars with a variety of famous, brand name equipment. You must qualify to race in the Grand Prix mode, but you can race just for fun or for the best time on any of the 17 tracks. Up to four players can play in the unlikely event that you have four Pole Positions, four Game Boys, and a four-player adapter to link them all.

+ Good features and several modes. Passwords.

− Qualifying, even for the first event, requires very fast times. (Not a casual racer.)

Pros' Picks

Pros' Picks

If you like the same types of games as our pro players, then check for his or her seal of approval.

SP **Scott**–Sports, Simulations, Adventure

HS **Henry**–Fighting, Action, Sports

DO **Dan**–Action, Adventure, Puzzles

TM **Terry**–RPGs, Simulations, Puzzles

PS **Paul**–Fighting, Sports, Simulations,

LS **Leslie**–RPGs, Simulations, Adventure

Graphics & Sound

Play Control

Challenge

Theme & Fun

Power Meter

The Power Meter ratings are derived from pro evaluations using a five point scale with five being the highest score possible for a category.

ESRB Ratings

These Entertainment Software Ratings Board icons reflect appropriate ages for players. To contact the ESRB regrading the rating system, call 1-800-771-3772.

EC Early Childhood

KA Kids to Adults

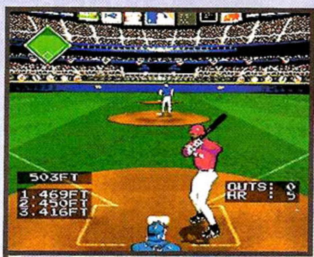
T Teen

AO Adult (18+)

M Mature (17+)

NR Games that were released prior to the commencement of the ratings system are designated N-R.

NP'S ARENA



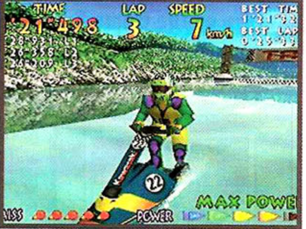
CHALLENGE #1

KEN GRIFFEY JR.'S WINNING RUN

Mark "Psycho" Vittone has a heavy hitting challenge for Ken Griffey's Winning Run. How many Home Runs can you hit in the Home Run Derby BEFORE you get your first out? Snap a photo of your favorite batter after you earn your first out, then send it in to the Arena. Of course, you could bend the rules a little and keep swinging, but don't mail a photo with more than one out! The top twenty-five sluggers will strut from the ballpark with four Super Power Stamps and the respect and admiration of the masses.

CHALLENGE #2

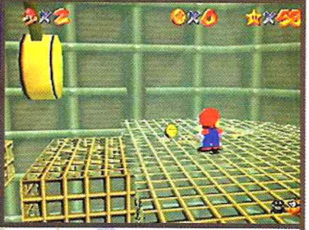
WAVE RACE 64



It's race day, fans, and this month the Wave Race 64 circuit is churning up the placid waters of Drake Lake. Set your lap count to three on the Options Menu and fill out your environmental impact statement. By now everyone knows about the turbo start trick, right? If you're scratching your sunburned head, check out tip #35 of the N64 Power Tips insert in the January Bonus issue. The top twenty-five fastest times glide away with four Super Power Stamps.

CHALLENGE #3

SUPER MARIO 64



You probably knew that Tick Tock Clock on the third floor of the castle is packed full of coins and trouble, but did you ever stop the clock to think about how many coins you could find among the gears and gizmos inside? It might be easier if you could keep the gears from turning. If you can't figure out how to stop it, check out this month's Counselors' Corner, then make like a Mario mouse and run up the clock to see how many coins you can collect. The first twenty-five coin collectors pocket four Super Power Stamps.

SNACK ATTACK QUIZ

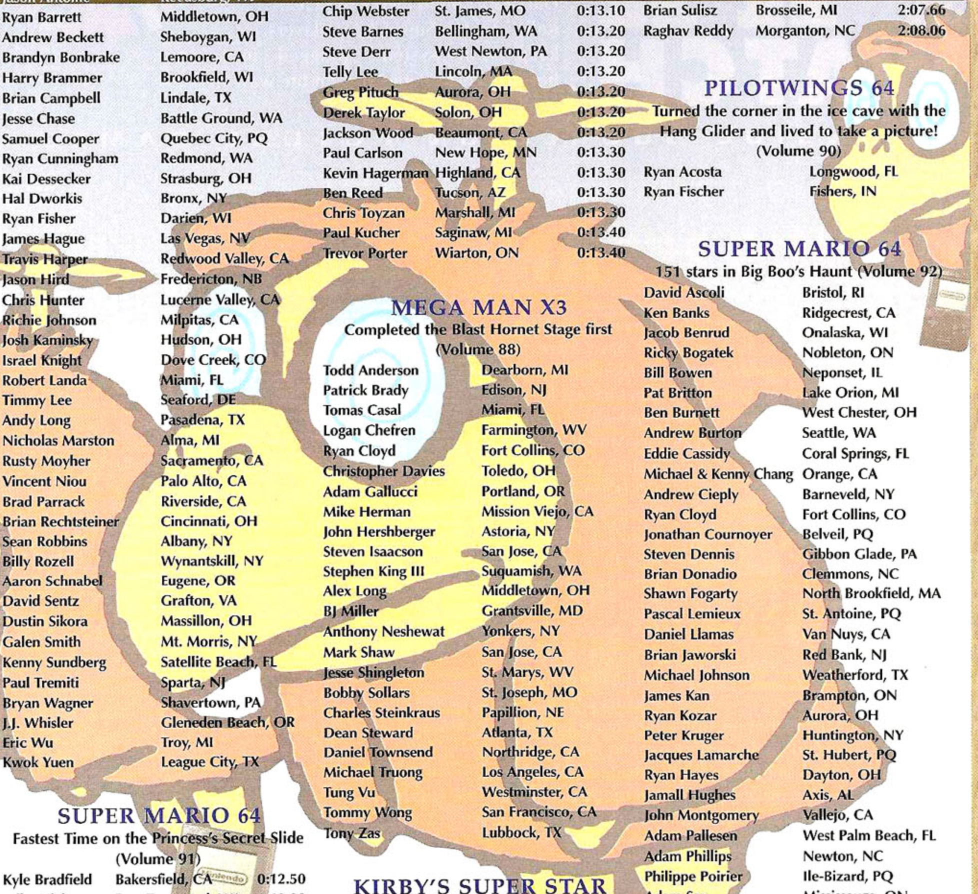
Are you ready for a treat? Match the fouled up foods with the correct game clue. This quiz is just for fun. Look for the answers in next month's Arena.

A. Mario dreams about it in his sleep.
B. Fastest growing crop in Harvest Moon.
C. The troops at Zenan Bridge need it.
D. Hylian witches brew it to make powerful potions.
E. Yoshi spits it at foes.
F. EarthBound's most expensive meal.
G. Boshi is always willing to race for it.
H. Nibbla gets mad if he eats it.

__ Cookie
__ Magic Mushroom
__ Brain Food Lunch
__ Jerky
__ Radish
__ Green Watermelon
__ Lurchin
__ Ravioli

ARENA

APRILIS NP MCMXCVII



YOSHI'S ISLAND

100% scores in all six worlds (Volume 87)

Chris Aagaard	Wichita, KS
Jason Antoine	Reedsburg, WI
Ryan Barrett	Middletown, OH
Andrew Beckett	Sheboygan, WI
Brandyn Bonbrake	Lemoore, CA
Harry Brammer	Brookfield, WI
Brian Campbell	Lindale, TX
Jesse Chase	Battle Ground, WA
Samuel Cooper	Quebec City, PQ
Ryan Cunningham	Redmond, WA
Kai Dessecker	Strasburg, OH
Hal Dworkis	Bronx, NY
Ryan Fisher	Darien, WI
James Hague	Las Vegas, NV
Travis Harper	Redwood Valley, CA
Jason Hird	Fredericton, NB
Chris Hunter	Lucerne Valley, CA
Richie Johnson	Milpitas, CA
Josh Kaminsky	Hudson, OH
Israel Knight	Dove Creek, CO
Robert Landa	Miami, FL
Timmy Lee	Seaford, DE
Andy Long	Pasadena, TX
Nicholas Marston	Alma, MI
Rusty Moyher	Sacramento, CA
Vincent Niou	Palo Alto, CA
Brad Parrack	Riverside, CA
Brian Rechtsteiner	Cincinnati, OH
Sean Robbins	Albany, NY
Billy Rozell	Wynantskill, NY
Aaron Schnabel	Eugene, OR
David Sentz	Grafton, VA
Dustin Sikora	Massillon, OH
Galen Smith	Mt. Morris, NY
Kenny Sundberg	Satellite Beach, FL
Paul Tremiti	Sparta, NJ
Bryan Wagner	Shavertown, PA
J.J. Whisler	Gleneden Beach, OR
Eric Wu	Troy, MI
Kwok Yuen	League City, TX

SUPER MARIO 64

Fastest Time on the Princess's Secret Slide (Volume 91)

Kyle Bradfield	Bakersfield, CA	0:12.50
Mike Higbee	Port Townsend, WA	0:12.90
Mike Randall	Allen Park, MI	0:12.90
Mike Vollmer	Great Bend, NY	0:12.90
Phillip Weiand	Beaverton, OR	0:12.09
Geoff Archer	Pembroke, MA	0:13.00
Klint Bagger	Allen Park, MI	0:13.00
Mike Brodie	Kitchener, ON	0:13.00
Jeff Derrenberger	Fishers, IN	0:13.00
Brandon Prall	Olympia, WA	0:13.10
Mike Seow	Schomberg, ON	0:13.10
Joel Truman	Grand Rapids, MI	0:13.10
Chip Webster	St. James, MO	0:13.10
Steve Barnes	Bellingham, WA	0:13.20
Steve Derr	West Newton, PA	0:13.20
Telly Lee	Lincoln, MA	0:13.20
Greg Pituch	Aurora, OH	0:13.20
Derek Taylor	Solon, OH	0:13.20
Jackson Wood	Beaumont, CA	0:13.20
Paul Carlson	New Hope, MN	0:13.30
Kevin Hagerman	Highland, CA	0:13.30
Ben Reed	Tucson, AZ	0:13.30
Chris Toyzan	Marshall, MI	0:13.30
Paul Kucher	Saginaw, MI	0:13.40
Trevor Porter	Wiarton, ON	0:13.40

MEGA MAN X3

Completed the Blast Hornet Stage first (Volume 88)

Todd Anderson	Dearborn, MI
Patrick Brady	Edison, NJ
Tomas Casal	Miami, FL
Logan Chefren	Farmington, WV
Ryan Cloyd	Fort Collins, CO
Christopher Davies	Toledo, OH
Adam Gallucci	Portland, OR
Mike Herman	Mission Viejo, CA
John Hershberger	Astoria, NY
Steven Isaacson	San Jose, CA
Stephen King III	Suquamish, WA
Alex Long	Middletown, OH
BJ Miller	Grantsville, MD
Anthony Neshewat	Yonkers, NY
Mark Shaw	San Jose, CA
Jesse Shingleton	St. Marys, WV
Bobby Sollars	St. Joseph, MO
Charles Steinkraus	Papillion, NE
Dean Steward	Atlanta, TX
Daniel Townsend	Northridge, CA
Michael Truong	Los Angeles, CA
Tung Vu	Westminster, CA
Tommy Wong	San Francisco, CA
Tony Zas	Lubbock, TX

KIRBY'S SUPER STAR DELUXE

Best Times for Gran Prix Mode in Gourmet Race (Volume 88)

Jamie Freedman	Ann Arbor, MI	1:57.50
Michael Clarke	Sepulveda, CA	1:57.68
Joel Weik	Wolcott, CT	1:58.78
Derrick Hermansdorfer	Indialantic, FL	1:58.83
Ben Matson	Greeley, CO	1:59.76
Alex Morrow	Irvine, CA	1:59.96
Brian Sulisz	Brosseile, MI	2:07.66
Raghav Reddy	Morganton, NC	2:08.06

PILOTWINGS 64

Turned the corner in the ice cave with the Hang Glider and lived to take a picture! (Volume 90)

Ryan Acosta	Longwood, FL
Ryan Fischer	Fishers, IN

SUPER MARIO 64

151 stars in Big Boo's Haunt (Volume 92)

David Ascoli	Bristol, RI
Ken Banks	Ridgecrest, CA
Jacob Benrud	Onalaska, WI
Ricky Bogatek	Nobleton, ON
Bill Bowen	Neponset, IL
Pat Britton	Lake Orion, MI
Ben Burnett	West Chester, OH
Andrew Burton	Seattle, WA
Eddie Cassidy	Coral Springs, FL
Michael & Kenny Chang	Orange, CA
Andrew Cieply	Barneveld, NY
Ryan Cloyd	Fort Collins, CO
Jonathan Cournoyer	Belveil, PQ
Steven Dennis	Gibbon Glade, PA
Brian Donadio	Clemmons, NC
Shawn Fogarty	North Brookfield, MA
Pascal Lemieux	St. Antoine, PQ
Daniel Llamas	Van Nuys, CA
Brian Jaworski	Red Bank, NJ
Michael Johnson	Weatherford, TX
James Kan	Brampton, ON
Ryan Kozar	Aurora, OH
Peter Kruger	Huntington, NY
Jacques Lamarche	St. Hubert, PQ
Ryan Hayes	Dayton, OH
Jamall Hughes	Axis, AL
John Montgomery	Vallejo, CA
Adam Pallesen	West Palm Beach, FL
Adam Phillips	Newton, NC
Philippe Poirier	Ile-Bizard, PQ
Adam Say	Mississauga, ON
John Scott	Gimli, MB
Chris Sibeni	Manhasset Hills, NY
Mike and Ian Sutherland	Madison, NJ
Chad Thompson	Channahon, IL
Bryce Vandenboom	Manitowoc, WI
Florence Vatavuk	North Olmsted, OH

Write your name, address and Member Number on the back of your photo. Challenges in this issue must be received no later than May 10, 1997. The top qualifiers receive Super Power Stamps.

Include your Super NES or N64 in the photo of your high score. Dim the lights and then take a few photos without a flash. If you're taking a photo of a Game Boy, place it on a flat surface.

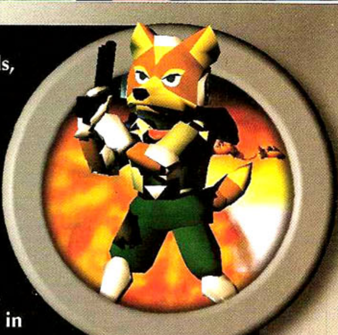
Address entries to:
POWER PLAYERS' ARENA
P.O. BOX 97033
REDMOND, WA 98073-9733

ENTER THE ARENA

PAK WATCH

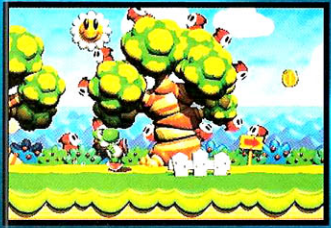
THE INSIDE SOURCE ON FUTURE GAMES

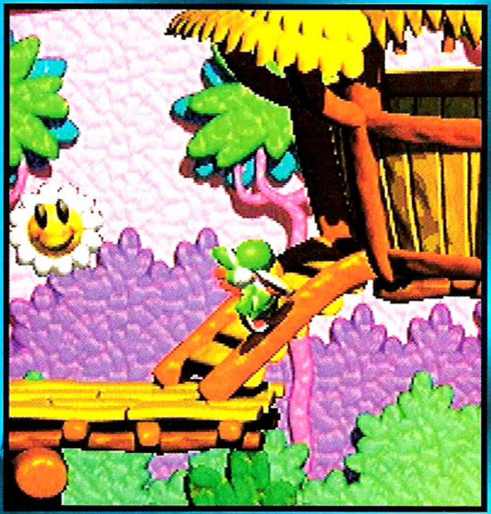
If you're looking for April Fools, don't look here. All the news from around the world on N64 development passes through Pak Watch first. No fooling. This month, we take a further peek at Yoshi's Island 64 and Star Fox 64, and we have a special report on Kemco's Top Gear Rally. As for Super NES players, keep your systems plugged in because Lost Vikings II is on the way.

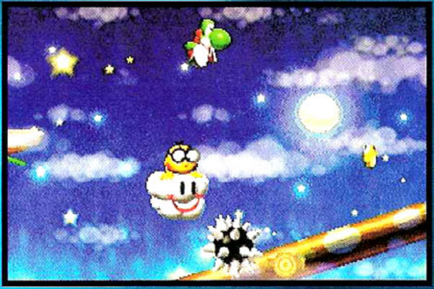


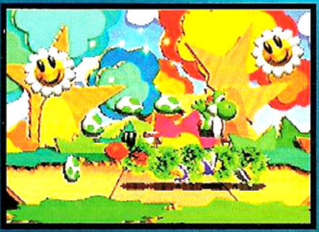
YOSHI'S ISLAND 64

Last month we had so many shots from Japan on Zelda 64 and Star Fox 64 that we didn't have space to include the latest shots of Yoshi's Island 64. This month, Yoshi gets top billing. We don't have a lot of news about the game, which is due for release later this year, but the screen shots paint a picture of pure Miyamoto and Tezuka magic. The 2½-D game, as it is being called by Yoshi's director, Takashi Tezuka, features 3-D rendered graphics in a 2-D, side-scrolling format. The effect will be like a super-enhanced Donkey Kong Country. The action focuses on Yoshi, once more, and his trusty train of eggs prove to be the perfect weapon for a world filled with Shyguys, Spinys and other familiar baddies. Should the cuteness of the imagery make you question the game play, however, ask anyone who forged through the original Yoshi's Island for the Super NES—they'll tell you that the game was no cakewalk. As for the whining baby Mario, no sign of the little tyke has shown up yet, but the developers won't confirm whether he makes an appearance or not. If so, let's hope they give him a pacifier to keep him quiet.

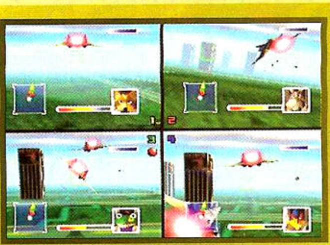


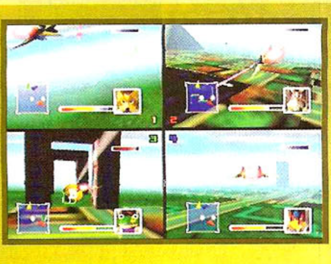




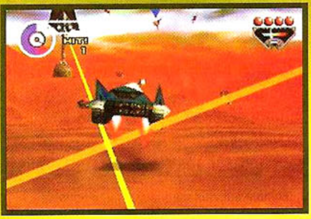


STAR FOX 64





Star Fox 64, due for release in North America in late June, will appear in Japan in April, so it is essentially complete in its Japanese form at this time. The most recent version seen at Pak Watch included four-player action, which is an all-new mode for the Star Fox series. In Battle Mode, up to four players plug in the controllers and choose from the four main characters. (Since they're all friends, you might like to think of it as a training simulation.) The battle takes place in a 3-D area, both on land and in the sky. You begin with either tanks or Arwings, and if you lose the first vehicle, you'll move into the other automatically. The idea is simply to zip about and blast the other players while avoiding being hit yourself. The first player to collect three stars, or kills, wins the match. Although you might think that the Arwings would rule this mode, the ground tanks turn out to be fiercely competitive. In addition to their patented rollover dodging move, the tanks can jump up with rocket boosters and fly short distances. Nintendo of America plans to include the Rumble Pak with Star Fox 64 as a packed-in accessory. (Previously, we referred to this device as the Jolt Pak.) The Rumble Pak is a device that plugs into the Controller Pak slot and vibrates to enhance the action taking place in the game. You actually feel your ship taking hits or accelerating through space through your Controller. Star Fox 64 will be released this June in North America, but Nintendo Power will preview the finished Japanese version of the game next month.

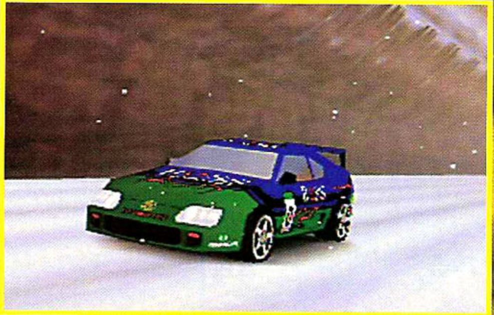


PAK WATCH
EXCLUSIVE FOCUS

BOSS™
GAME STUDIOS

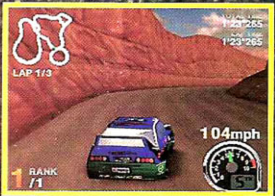
TOP GEAR RALLY

TOP GEAR RALLY LOOKS LIKE THE BEST RACER IN THE WORKS FOR THE N64

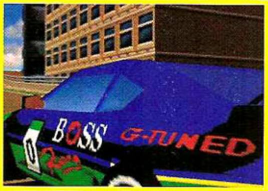


Pak Watch headed across town to Boss Game Studios recently to take a test drive of Top Gear Rally from Kemco. We returned with an appreciation for the work being done at Boss and itching for the completion of Top Gear Rally. This month, Pak Watch introduces the Exclusive Focus feature—our way of bringing you more in-depth coverage of N64 development and the people on the cutting edge of our industry.

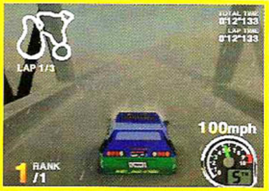
Having visited Boss before, we knew to expect wildlife in the office. The per capita number of pets, particularly reptiles, inhabiting Boss probably keeps the local mouse merchant in business, and we're not talking computer peripherals here. But we weren't expecting giant spiders like the one that dropped on our heads when we entered the office of Colin Gordon, Boss's VP of Product Development. "You should see some of the reactions I get from people when that happens," joked the affable Gordon. Like that of many game development companies, the atmosphere in the office suite occupied by Boss is laid-back and a bit cluttered. Keeping a neat desk is not a priority; pushing for game excellence is . Rob Povey, Boss's Technical Director and driving force behind the Top Gear Rally Project, demands the best from his team and, fortunately for everyone involved, gets it. "I never thought I'd be doing a racing game," Rob told us, "which is strange because I love driving." We heard a story about Rob's driving that we won't get into here, but he clearly knows the territory—from the technical side of dealing with a sophisticated computer system such as the N64 to the creative side of knowing how to make games. "Control and a sense of speed are vital," he explained. "In Top Gear Rally, we are concentrating on a very realistic physics model. You'll be able to feel the road, and play control will change on different road surfaces, such as pavement or snow."

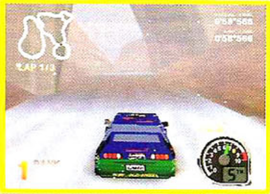


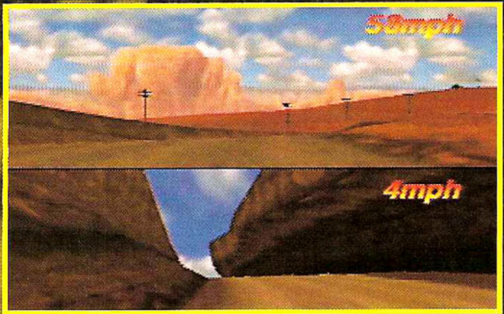
In other reptile-infested parts of the Boss office, the emphasis is on the visual reality of the game. Brian Sostrom, Top Gear Rally's lead artist, has created realistic, seamless textures for use on the polygonal landscape. The tracks were designed by Kemco's in-house developers in Japan, then sent to Boss where Brian was in charge of implementing the design. Although there are just four courses, each course shows several faces during the game, including races in snow and at night. Some of the special effects being developed by Boss add extra drama to these conditions. We marveled at the reflection maps being used, which become evident in the headlight glare of cars at night or in the bright sunshine. Although reflections may seem a subtle touch, they add a distinct measure of reality that make surfaces look metallic or glassy. Subtle shading is used in the textures on the cars themselves by Gabriel Garcia, Boss's talented polygon



Brian Sostrom
lead artist
Gabriel Garcia
3-D modeler
Brian Fehdrau
lead programmer

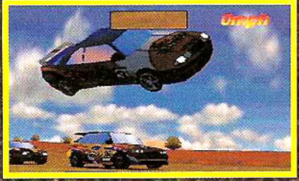






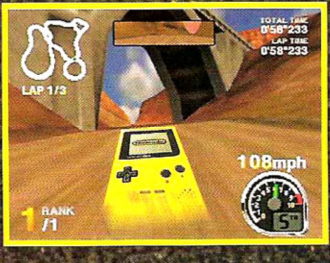
modeler. Using as few as 200 polygons on some of the models might tend to make the cars look flat with sharp edges, but Gabriel uses shaded textures to make the flat panels look round or curved. Gabriel had his hands full researching some of the cars. One Porsche was so rare that he was able to find only a single photograph of the vehicle by searching through countless books, magazines and the World Wide Web. Eventually, he found a car collector in Colorado who provided a good photograph.

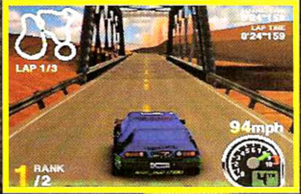
Rally will include nine cars and two secret vehicles, which we are sworn not to reveal. (But believe us, they are both unexpected.) In the Japanese version of the game, six of the cars will be completely new. One of the coolest extras in Top Gear Rally will be the custom car choices that you can make and then save with a Controller Pak. Players will be able to change not only the colors of panels on the car, but logos, as well. (There's one logo that Power readers will instantly recognize.) And that's just the beginning. You'll also be able to customize the engines, tires, transmission, suspension, Controller setup and degree of analog tension of the N64 Controller. The last two options should help you out on the road, and that's what really counts.



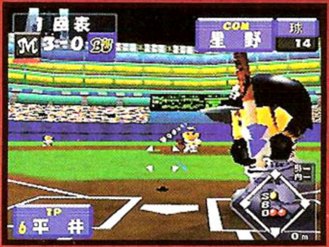
"IN TOP GEAR RALLY...YOU'LL BE ABLE TO FEEL THE ROAD."
ROB POVEY

The highlight of the tour came when we got to take Top Gear Rally out for a spin. At this stage, only the desert course was drivable, but even so, the play control that Rob Povey had talked about was already evident. You feel solidly in control of the car, and there's a real sense of speed. There were also some pretty interesting bugs, which is typical of games when they are first pieced together. In the case of Rally, we were amazed by seeing cars fly, hover, and drive up along the steel girders of a bridge or straight through a canyon wall. Of course, all of these bugs will be squashed by the time the game is released. As for the courses themselves, each one has a general terrain theme such as the desert, the mountains, the seashore and the swamp, but the terrain varies widely along each road. We had Gabriel estimate the actual distance of the courses to be between four and five miles. It will take drivers in the neighborhood of three minutes to complete one lap, and each race consists of three laps. In the one-player Grand Prix mode, drivers will have a choice of three cars in each of the three circuits, each circuit consisting of one race on each of the four tracks. Subsequent circuits will feature hotter cars and more AI for the opponents, but Rob promises that there won't be any cheating by the computer. "I really hate it when cars appear out of nowhere and get in front of you. In this game, if you drive well, you'll win." No matter how skillful you are, however, it might be difficult to get ahead and stay ahead with a field of 11 cars competing on narrow, winding roads. Each course also features several different surfaces, and the weather conditions will further modify the driving conditions. All in all, Top Gear Rally looks like the best racer in the works for the N64. Kemco should release this one by August.

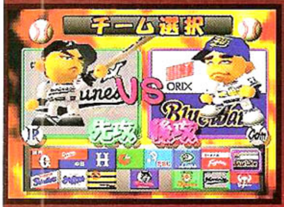


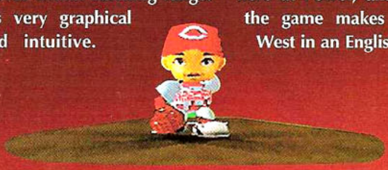


KING OF PRO BASEBALL

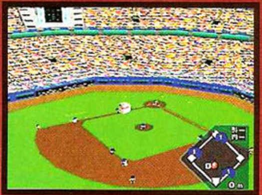


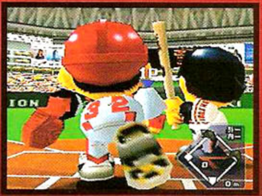
Imagineer's King of Pro Baseball has been released in Japan, and even though it isn't currently scheduled for release in North America, we thought you might like to take a look. Affectionately known as Big Head Baseball here at Nintendo, the game has a familiar, arcade-cartoon feel, but it delivers serious baseball in 3-D and includes the official teams from Japan's Professional Baseball League. At the plate, you can move your swing zone around to make solid contact on any strike. From the mound, your pitchers hurl a repertoire of fastballs, curves and other pitches into a strike zone that shows up over the plate. Talk about control. Out in the field, fly balls drop into a white circle that turns red if your defensive player moves within catching range. It's very graphical and intuitive.

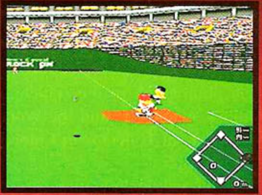




But perhaps the coolest part of King of Pro is the animation. The game switches camera views to show your large-headed players making the play in dramatic close-ups while the voice-over enthusiastically calls the action, although in Japanese. The animation really picks up when you screw up. For example, some players turn into ice when they strike out. We've had a lot of fun with this game here at Power, and we hope the game makes it to the West in an English version.

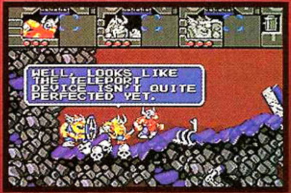




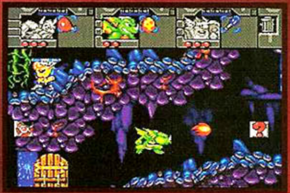


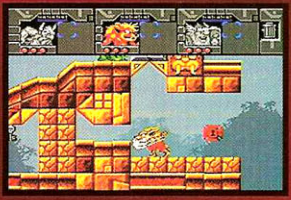
THE LOST VIKINGS II

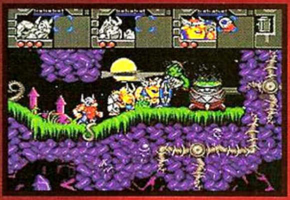
It's taken a long time, but Interplay's funny, funky Norsemen have returned to grace the Super NES with another puzzling adventure. The Lost Vikings II proves that you don't need 64-bits to have fun if you have creative developers. In the original Lost Vikings, Eric the Swift, Baleog the Fierce and Olaf the Stout teamed up to bumble their way through some devilishly clever side-scrolling stages. The trick to playing the Vikings is to use each of the character's skills to progress through various puzzles and traps. You can switch from one Viking to another, move them along to where their skills are needed, then move another Viking. In the new adventure, our three hearty heroes are joined by two new companions who add their own skills to the mix. One is Scorch the magic dragon, who would like to see the sea. (Ho, ho.) The other is a werewolf named Fang. With thirty-one stages in five worlds to conquer, not to mention constant jokes, pratfalls and gags, The Lost Vikings II will make you keep your Super NES plugged in for a long time to come. Next month, Power will feature in-depth game play strategies for the video Vikings.

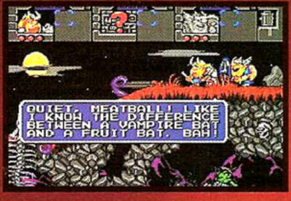


WELL, LOOKS LIKE THE TELEPORT DEVICE ISN'T QUITE PERFECTED YET.

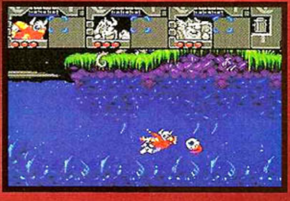






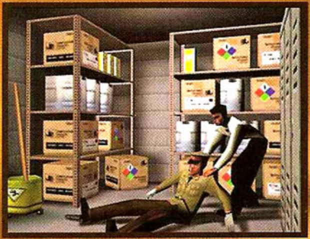


QUIET, MEATBALL! LIKE I KNOW THE DIFFERENCE BETWEEN A VAMPIRE BAT AND A FRUIT BAT. BAH!



MISSION: IMPOSSIBLE

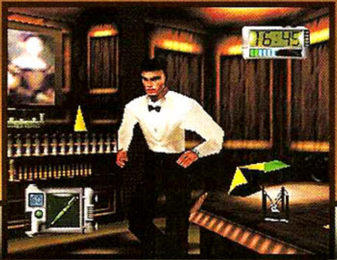
Last summer's box office smash hit, Mission: Impossible, could become this summer's N64 hit if the developers at Ocean continue at their current pace. It seems like we've been following this story forever, but the most recent versions of the game have been putting all the elements together. Ocean provided these screen shots, taken from the first stage of the game, but we'll have even more for you next month after we visit Ocean for a hands-on play test of Mission: Impossible.

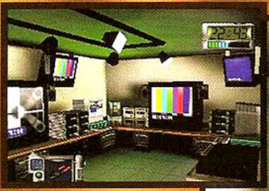


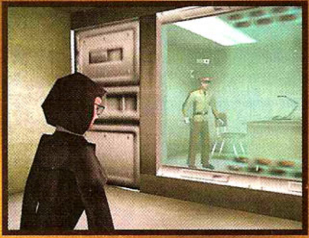
As for the game, Ocean is calling it a "spy simulation," and that's not too far off the mark. Like Ethan Hunt in the movie, you will be thrust into dangerous intrigues around the world. You'll have special gadgets, like the pen that doubles as a tranquilizer hypo and a device that makes instant masks so Ethan can assume alternate identities. One cool innovation is the use of the Mouse-cam, a remote viewing option that allows you to look into rooms where it's too dangerous to go. Combine all this with some of the most detailed game graphics we've ever seen, and the great theme music, and you've got the potential for an undercover blockbuster. As for the release date, we're keeping our fingers crossed for June or July.

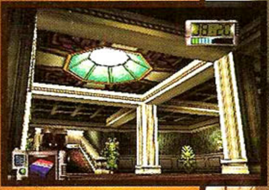
news Source Extra

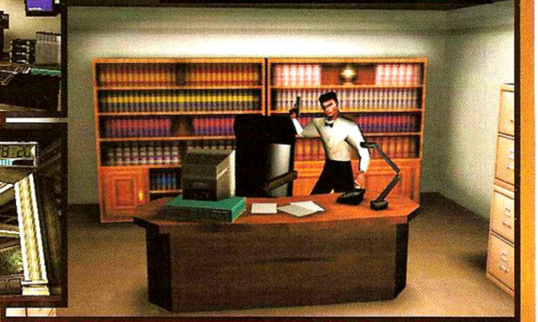
PUBLISHER/DEVELOPER – Ocean of America
MEMORY SIZE – 64 Megabits
LEVELS – 6 Missions
SPECIAL – Wearing disguises and impersonating characters
PERSPECTIVE – Multiple camera views including roaming Mouse-cam





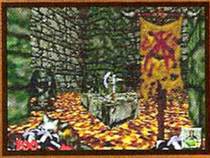


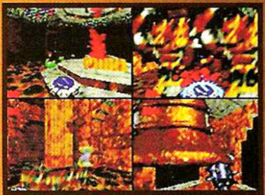


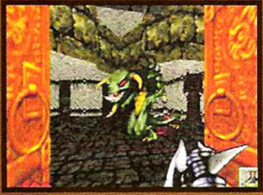


HEXEN

For all you fantasy fans who are dying for some immersive action, welcome to Hexen from GT Interactive. This faithful port from the original Windows 95 game from id Software (designed by Raven Software) features magic and weapon play in a first-person, Gothic environment. But what really sets Hexen apart from Doom 64 and Turok is the four-player modes. Using warriors, mages or clerics, you can work together with three buddies on a cooperative adventure that is almost a live role-playing experience, or you can show your disdain for them and engage them in hand-to-hand combat. You can walk, you can run and you can fly, but the Serpent Riders make sure that you cannot hide. For players who enjoy spell casting more than commando action, Hexen may prove to be a breath of fresh air.







INSIDER UPDATE

POWER SOURCE SWITCH

After two years of double-duty, Nintendo Power Source is moving exclusively to the World Wide Web and closing down its site on America Online. "It just makes more sense to put everything in one place," said Geoff Rainville, who heads up Nintendo's on-line presence. Recent improvements in the capabilities of the Internet will allow Power Source to continue all of its popular events, hosted chat forums, contests and other interactive activities. It should also speed up the process of putting new materials on the site since only one version has to be made. And in the future, the Web is where innovation will happen first, bringing you more graphics, sound and interactivity. If you're looking for Nintendo Power Source on the Web, head to the following address: WWW.NINTENDO.COM. We'll see you there.

NINTENDO POWER SOURCE
WELCOME TO WWW.NINTENDO.COM
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KEMCO EXTREME

Kemco is so happy with the work done by Boss Studios on Top Gear Rally (see the Top Gear Rally special feature on the previous page) that they have signed them up for the next project, an N64 Snowboarding game. Although it's too early to give details about this game, Kemco wants it to reflect the extreme feel of the sport. Oliver Miyashita, Marketing Manager of Kemco here in the United States, told your Pak Patrol that the game could be finished as early as next winter. Talk about living on the edge.

PARADIGM TAKES FLIGHT

In January we reported on Sonic Wings Assault, a unique fighter game in the works at Paradigm Entertainment—the same folks who worked with Mr. Miyamoto on Pilotwings 64. That game is now headed to North America thanks to publisher, Mc O'River, and the North American version is being called Aerofighter Assault. Paradigm's experience with military simulations gives it the knowledge to recreate some of the hottest fighter jets in the world for this game. Players will scream at supersonic speeds in both U.S. and Russian planes. But Paradigm has learned that sims aren't necessarily the same thing as games, so they've taken a page out of Japanese monster movies and added a twist to Aerofighters. The action takes place in the future—a future in which giant monsters menace humanity. Your job as an ace aerofighter is to bomb and strafe the brutes. It may not be original, but the combination of realistic flight sim action with fantastic monsters could be a winner.

MORE GAME BOY CLASSICS

Game Boy games never die, they just become classics and are rereleased at special prices. That seems to be the working theory at several publishers, including Interplay, Namco, Sunsoft and Black Pearl. The latest returnees include the entire Fun Pak series from Interplay, including Casino Fun Pak and Solitaire Fun Pak. Each Fun Pak game contains several classic games, so you get a lot for your money. Namco's popular Pac-Man and Ms. Pac-Man will return to the stores this spring, as well. Black Pearl will rerelease Super Star Wars: Return of the Jedi and Toy Story. At Sunsoft, the word is that Daffy Duck, Looney Tunes, Speedy Gonzalez and Taz-Mania will all make return appearances.

FREAK BOY LIVES!

We have heard officially that Freak Boy from Virgin Interactive has taken on a new life. During the on-again, off-again lifetime of this project, Freak Boy has moved from being a sort of action puzzle game to a shooter and now back again to the action puzzle realm. The project leader, Mark Kelly, is very excited about the renewed direction of the game. He explained that the game will feature a unique puzzle strategy in which your character uses a wide assortment of tools or items on three body zones: head, torso and legs. The success of your strategy, or how you use the tools, will determine whether or not you move on to the next area. The goal in the game is to collect 40 orbs in several very alien worlds. Mark described the nature of each world as being based on some phenomenon, such as light, energy or motion. The nature of these worlds is reflected in the puzzles that you must solve. For instance, in the light world, you might enter an area in which the enemies are attracted to light. If you have the right tool, say a flashlight, you can use it as a decoy to draw the baddies away from where you want to go. Mark promised to give Pak Watch the first exclusive pictures of the revamped Freak Boy as soon as possible. (He also said that the pictures appearing in various publications claiming to be Freak Boy are actually from a very old demo that has little in common with the new game, which just goes to prove that you should never believe anything unless you see it in Pak Watch.) Apparently, Virgin considers Freak Boy to be one of its potentially biggest hits for the end of the year. We hope to take an early look at this enigmatic game sometime in the next few weeks. We'll let you know what we see.

MIDWAY GEARS UP

Midway Home Entertainment continues to be the Dream Team member with the most dreams, and the most titles for the N64 currently in the works. The latest games said to be underway at Midway's Atari Games development house include arcade racing hit San Francisco Rush and 3-D fighter, Mace. Both games will be developed by the same group that put together Wayne Gretzky's 3-D Hockey. Early reports from Midway claim that both games are visually stunning. Work will continue through the summer for an expected release date sometime before the end of the year.

Elsewhere in the Midway fold, work continues on Robotron X and WarGods. We hope to have some new screen shots of both games within the next month, so stay tuned. If all goes smoothly, you could be playing these games sometime over the summer. We have also heard that work probably won't begin on Joust X until Robotron X is finished. Perhaps even bigger news is that Midway plans to make an N64 version of Mortal Kombat Mythologies—a side-scrolling action game starring Sub-Zero and utilizing 3-D backgrounds and live areas. A new 3-D fighting game called BioFreaks has been approved at Midway, as well. The concept is that, in a post-apocalyptic world, tribes have created bionically enhanced champions who fight to settle the disputes of the tribes.

N64 FINAL

What else is happening in the world of the N64? Lots. Here's just a taste. Konami has decided to push ahead with a version of J League Perfect Striker for the North American market. In Japan, the highly acclaimed soccer game has shown just how realistic sports video games can be. Konami's U.S. subsidiary has just been waiting for the green light to bring the game across the Pacific. We have further word that Konami will develop a second N64 game for the U.S. and Canada using their in-house development group in Illinois.

Acclaim's plans for the N64 keep expanding. The most recent titles to be put forth as possible N64 games include Jam Extreme and Magic: The Gathering. Jam Extreme would be based on the NBA Jam license, while Magic would be an electronic version of the popular trading card game from Wizards of the Coast. Both games are tentatively scheduled for release in 1988.

At Ocean, in addition to Mission: Impossible and Space Circus, we have heard that a third game may soon be underway in the U.K. We don't have any specs yet on Ultra Chopper, but the group that will design the game has previously created some stunning flight sims.

Finally, from GT Interactive, it seems that Duke Nukem 3-D is back on track. It was considered DOA for a while because of the mature nature of the PC version. The idea now is to make significant changes to the N64 Duke Nukem, changes that should make for a more involving game. Play in the current Duke Nukem game leans heavily to the shooter side of action games. GT Interactive has proposed that the N64 game include a wider scope of activities, making it more of an adventure. It may not be as racy as the PC game, but it should be more fun.

RELEASE FORECAST

N 64

CLAY FIGHTER 63 1/3	SUMMER '97
DARK RIFT	SPRING '97
DUKE NUKEM 3-D	FALL '97
FIFA SOCCER 64	SPRING '97
FREAK BOY	FALL '97
GOLDENEYE 007	SUMMER '97
HEXEN	SUMMER '97
LAMBORGHINI 64	SUMMER '97
MISSION: IMPOSSIBLE	SUMMER '97
ROBOTECH: CRYSTAL DREAM	FALL '97
SPACE CIRCUS	FALL '97
STAR FOX 64	SUMMER '97
TOP GEAR RALLY	SUMMER '97
WARGODS	SUMMER '97
WORLD CHAMPIONSHIP WRESTLING	FALL '97
YOSHI'S ISLAND 64	FALL '97
ZELDA 64	FALL '97

Super NES

BRUNSWICK'S WORLD TOURNAMENT OF CHAMPIONS	SUMMER '97
THE LOST VIKINGS II	SPRING '97
TIMON & PUMBAA	SUMMER '97

Game BOY

HERCULES	SPRING '97
KEN GRIFFEY JR. PRESENTS MLB	SPRING '97

Coming Next Issue.....

Volume 96, May 1997

FIFA Soccer 64

03:50
EA SPORTS

FIFA SOCCER 64

2,560 authentic players. 160 international teams. Eight camera angles. One big review on FIFA Soccer 64. Get your soccer kicks in Volume 96.

Lost Vikings II

The vile Tomator is on the loose again, and it's up to Erik, Olaf, Baleog and two new characters to defend the galaxy. Check out the new features, creatures and puzzles in the Lost Vikings II.

Star Fox 64

Fox McCloud and his Arwing team are back on the flight line, preparing for a new adventure. Catch a sneak peek at the latest developments on Star Fox 64!

THE PART TWO CREW

DOOM 64 Part II

Your journey through the dark corridors beneath Phobos continues. The May issue has your complete recon kit for the deepest and deadliest labyrinths in Doom 64.

BLAST CORPS Part II

You might have saved the earth from a nuclear nightmare in the early levels of Blast Corps, but do you have what it takes to finish the job? Next month, catch 14 pages of the most destructive tips for the most explosive stages in the game!

◆ 1996 ◆ NINTENDO POWER AWARDS

The 1996 Power Awards are nearly here! The May issue has the complete story on which titles scored big in the recent player's poll.

Super NES

1. Addams Family Values
2. The Adventures of Batman & Robin
3. Aerobiz Supersonic
4. AAAHH!!!! Real Monsters
5. Animaniacs
6. Arcade's Greatest Hits
7. Ardy Lightfoot
8. Bass Master II
9. Bass Masters Classic
10. Bass Masters Classic Pro Edition
11. Bassin's Black Bass with Hank Parker
12. Batman Forever
13. Boogerman
14. The Brainies
15. Breath of Fire II
16. Brunswick's World Tournament of Champions
17. Bust a Move
18. Castlevania Dracula X
19. Casper
20. Chrono Trigger
21. Civilization
22. College Football USA '97
23. College Slam
24. Cutthroat Island
25. Demolition Man
26. Demon's Crest
27. Dirt Trax FX
28. Disney's Aladdin
29. Disney's Pinocchio
30. Donkey Kong Country
31. Donkey Kong Country 2
32. Donkey Kong Country 3
33. Doom
34. Dragon View
35. EarthBound
36. Earthworm Jim
37. Earthworm Jim 2
38. Emmitt Smith Football
39. FIFA International Soccer '96
40. FIFA International Soccer '97
41. Final Fantasy II
42. Final Fantasy III
43. Final Fight 3
44. Frank Thomas Big Hurt Baseball
45. Frantic Flea
46. Gearheads
47. Harvest Moon
48. Illusion of Gaia
49. Incantation
50. Indiana Jones' Greatest Adventures
51. Judge Dredd
52. Jungle Strike
53. Jurassic Park 2
54. Ken Griffey Jr. Presents: MLB
55. Ken Griffey Jr.'s Winning Run
56. Killer Instinct
57. King Arthur & the Knights of Justice
58. Kirby's Dream Course
59. Kirby Super Star
60. The Legend of Zelda: A Link to the Past
61. Lemmings 2
62. Lobo
63. Looney Tunes B-ball
64. The Lost Vikings
65. The Lost Vikings II
66. Lufia II
67. Madden NFL '96
68. Madden NFL '97
69. Magic Boy
70. Mario Paint
71. Marvel Super Heroes in War of the Gems
72. The Mask
73. Maui Mallard in Cold Shadow
74. Mechwarrior 3050
75. Mega Man X
76. Mega Man X2
77. Mega Man X3
78. Mega Man 7
79. Might & Magic III: Isles of Terra
80. Mighty Morphin Power Rangers: The Movie
81. Mohawk & Headphone Jack
82. Mortal Kombat II
83. Mortal Kombat 3
84. Mr. Do!
85. Ms. Pac-Man
86. Mutant Chronicles: Doom Troopers
87. NBA Give 'n' Go
88. NBA Hangtime
89. NBA Jam
90. NBA Jam Tournament Edition
91. NBA Live '96
92. NBA Live '97
93. NFL Quarterback Club '96
94. NHL '96
95. NHL '97
96. Ninja Gaiden Trilogy
97. Ogre Battle
98. Olympic Summer Games
99. Oscar
100. PGA European Tour
101. Power Piggs of the Dark Age
102. Power Rangers Zeo: Battle Racers
103. Prehistorik Man
104. Primal Rage
105. Prince of Persia 2
106. P.T.O. II
107. Realm
108. Revolution X
109. Road Rash
110. RoboTrek
111. Romance of the Three Kingdoms IV: Wall of Fire
112. Samurai Shodown
113. Scooby Doo Mystery
114. Secret of Evermore
115. Secret of Mana
116. SimCity
117. SimCity 2000
118. Spawn
119. Star Trek: Deep Space Nine
120. Star Trek: Star Fleet Academy
121. Star Fox
122. Street Fighter Alpha 2
123. Street Fighter II Turbo
124. Stunt Race FX
125. Super Bomberman 2
126. Super Mario All-Stars
127. Super Mario Kart
128. Super Mario RPG
129. Super Mario World 2: Yoshi's Island
130. Super Metroid
131. Super Punch-Out!!
132. Super Star Wars
133. Super Street Fighter II
134. Swat Kats
135. Tecmo Secret of the Stars
136. Tecmo Super Bowl III: Final Edition
137. Tetris & Dr. Mario
138. Tetris Attack
139. Timon & Pumbaa
140. Top Gear 3000
141. Toy Story
142. True Lies
143. Ultimate Mortal Kombat 3
144. Uncharted Waters New Horizons
145. Uniracers
146. Urban Strike
147. War 3010: The Revolution
148. Wario's Woods
149. WeaponLord
150. Whizz
151. Winter Gold
152. WWF Raw
153. WWF Wrestlemania: The Arcade Game
154. X-Men: Mutant Apocalypse
155. Zoop

Game Boy

156. Adventure Island
157. Aladdin
158. Alien Games
159. Animaniacs
160. Asteroids/Missile Command
161. Battle Arena Toshinden
162. Battle Zone/Super Breakout
163. Blues Bros. Jukebox
164. The Bugs Bunny Crazy Castle 2
165. Casino Fun Pak
166. Castlevania Adventure
167. Castlevania II: Belmont's Revenge
168. Centipede/Millipede
169. College Slam
170. Contra: The Alien Wars
171. Cutthroat Island
172. Defender/Joust
173. Desert Strike
174. Disney's Pinocchio
175. Donkey Kong Land
176. Donkey Kong Land 2: Diddy's Kong Quest
177. Donkey Kong '94
178. Dr. Mario
179. DragonHeart
180. Earthworm Jim
181. Earthworm Jim 2
182. FIFA Soccer '96
183. FIFA Soccer '97
184. 4-in-1 Fun Pak
185. Frank Thomas Big Hurt Baseball
186. Galaga/Galaxian
187. Game & Watch Gallery
188. Hercules
189. Hunchback of Notre Dame
190. Iron Man X-O Manowar In Heavy Metal
191. Jeopardy! Teen Tournament
192. Jeopardy! Platinum Edition
193. Jungle Strike
194. Jurassic Park 2
195. Ken Griffey Jr. Presents: MLB
196. Killer Instinct
197. King of Fighters '95
198. Kirby's Block Ball
199. Kirby's Dream Land
200. Kirby's Dream Land 2
201. Kirby's Pinball Land
202. Kirby's Star Stacker
203. Lamborghini American Challenge
204. The Legend of Zelda: Link's Awakening
205. The Lion King
206. Looney Tunes
207. Madden '96
208. Marble Madness
209. Mario's Picross
210. Mega Man
211. Mega Man V
212. Metroid II: Return of Samus
213. Mole Mania
214. Monster Max
215. Mortal Kombat II
216. Mortal Kombat 3
217. Ms. Pac-Man
218. NBA Jam
219. NBA Jam Tournament Edition
220. NBA Live '96
221. NHL '96
222. Nigel Mansell's World Championship
223. Olympic Summer Games
224. Operation C
225. Pac-Man
226. PGA Tour Invitational
227. Pocahontas
228. Prehistorik Man
229. Primal Rage
230. Qbert
231. Samurai Shodown
232. Space Invaders
233. Star Trek: Generations
234. Street Fighter II
235. Street Racer
236. Super Mario Land
237. Super Mario Land 2: 6 Golden Coins
238. Super Return of the Jedi
239. Sword of Hope II
240. Tazmania 2
241. Tetris
242. Tetris Attack
243. Tetris Blast
244. Tetris 2
245. Timon & Pumbaa
246. Tiny Toon Adventures 2
247. Titus the Fox
248. Toy Story
249. Track & Field
250. Urban Strike
251. Vegas Stakes
252. Wario Blast
253. Wario Land: Super Mario Land
254. WWF Raw
255. Zoop

N64

256. Blast Corps
257. Body Harvest
258. Bomberman 64
259. Buggie Boogie
260. Clay Fighter 63⅓
261. Creator
262. Cruis'n USA
263. Dark Rift
264. Descent
265. Doom 64
266. EarthBound 64 (Mother 3)
267. FIFA Soccer 64
268. F-Zero 64
269. GoldenEye 007
270. Hexen
271. Jungle Bots
272. Ken Griffey Jr. Baseball
273. Killer Instinct Gold
274. Kirby's Air Ride
275. Lamborghini 64
276. Legend of Zelda 64
277. Lode Runner
278. Mario Kart 64
279. Mission: Impossible
280. Monster Dunk
281. Mortal Kombat Trilogy
282. NBA Hangtime
283. Pilotwings 64
284. Quake
285. Quarterback Club '98
286. Rev Limit
287. Robotech: Crystal Dreams
288. St. Andrews Old Course
289. Star Fox 64
290. Star Wars: Shadows of the Empire
291. Super Mario 64
292. Tetrisphere
293. Top Gear Rally
294. Turok: Dinosaur Hunter
295. Ultimate Racer
296. War Gods
297. Wave Race 64
298. Wayne Gretzky's 3-D Hockey
299. WCW Wrestling
300. Wild Choppers
301. Wonder Project J 2
302. WWF Wrestling
303. Yoshi's Island 64

Other Picks

304. Chameleon Twist
305. Dragon Quest VI (Super Famicom)
306. J. League Perfect Striker
307. Marvelous: Another Treasure Island (Super Famicom)
308. Nintendo 64
309. 64DD accessory for Nintendo 64

BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! They contain these exciting features:

Volume 76 (Sep. '95): Killer Instinct, Doom, Red Alarm, VB Golf, Castlevania: Dracula X, The Mask, Dragon: The Bruce Lee Story, Galaga/Galaxian, Donkey Kong Land 2, The Syndicate, Chrono Trigger, Romance of the Three Kingdoms IV, H. Lincoln & M. Arakawa profile.

Volume 77 (Oct. '95): Super Mario World 2: Yoshi's Island, Batman Forever, Primal Rage, AAAHH!!! Real Monsters, Mega Man 7, Vertical Force, Panic Bomber, Aladdin (GB), Civilization, Secret of Evermore, Super Mario RPG preview, Sports Scene.

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Volume 79 (Dec. '95): Donkey Kong Country 2: Diddy's Kong Quest, Wario Land (VB), Waterworld, Sports Scene, WWF WrestleMania: The Arcade Game, Vegas Stakes (GB), Mortal Kombat 3 (GB), Mechwarrior 3050, Urban Strike, Shoshinkai Preview, Secret of Evermore, P.T.O. II.

Volume 80 (Jan. '96): Earthworm Jim 2, Shoshinkai Trade Show Special, Revolution X, Doomtroopers: Mutant Chronicles, Breath of Fire II, Secret of Evermore, Scooby Doo, PGA Tour '96, Final Fight 3, Jack Bros. (VB), Tetris Blast, The Getaway, Frank Thomas Big Hurt Baseball (GB).

Volume 81 (Feb. '96): Killer Instinct 2: Exclusive Arcade Coverage, Mega Man X3, Mech Warrior 3050, Toy Story, Syndicate, Nester's Funky Bowling, Donkey Kong Country 2: Diddy's Kong Quest, Prehistorik Man, Ardy Lightfoot, Sink or Swim, Sports Scene, Breath of Fire II, Dragon Quest VI.

Volume 82 (Mar. '96): Super Mario RPG, College Slam, 3-D Tetris (VB), Frantic Flea, Cutthroat Island, Super Mario Kart, NHL '96 (GB) The Smurfs (GB), Digipen Feature, Ken Griffey On-line, Yoshi's Island, Tales of Phantasia, Nintendo Power Awards Nominees.

Volume 83 (Apr. '96): Shadows of the Empire, Power Pigs, KI 2 Arcade Special, Smurfs, Kirby's Block Ball, Earthworm Jim 2 Codes, Super Mario RPG, Tactics Ogre, Pocahontas, College Slam, The Legend of Zelda-A Link to the Past.

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Volume 90 (Nov. '96): Donkey Kong Country 3: Dixie Kong's Double Trouble, Wave Race 64, Blast Corps, Shadows of the Empire comic, Star Wars, Super Mario 64, Sim City 2000, Maui Mallard, KI Card Game, Arcade's Greatest Hits, Toshinden (GB), Lufia II.

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Volume 92 (Jan. '97): Star Wars: Shadows of the Empire, Special: Shoshinkai Report, Mario Kart 64, NBA Hangtime, Cruis'n U.S.A., Donkey Kong Country 3: Dixie Kong's Double Trouble—The Lost World, Magic Boy, Casper, Shadows of the Empire comic, Beat the Boss, Game Boy Small Classics.

Volume 93 (Feb. '97): Super Mario Kart 64, Star Wars: Shadows of the Empire Challenge Points, GoldenEye 007, Turok: Dinosaur Hunter, Top Gear 3000, King of Fighters, Mole Mania, N64 Controller Pak: Get Em to Go, Star Wars: Shadows of the Empire comic, Harvest Moon, Marvelous.

Volume 94 (Mar. '97): Turok: Dinosaur Hunter, Power Award Nominations, Doom 64, Super Mario Kart 64, KI Gold: Advanced Combos, The Legend of Zelda: Link's Awakening, The Hunchback of Notre Dame, Beat the Bosses: Super Mario RPG, FIFA Soccer 64, Game of the Future Contest, Harvest Moon.

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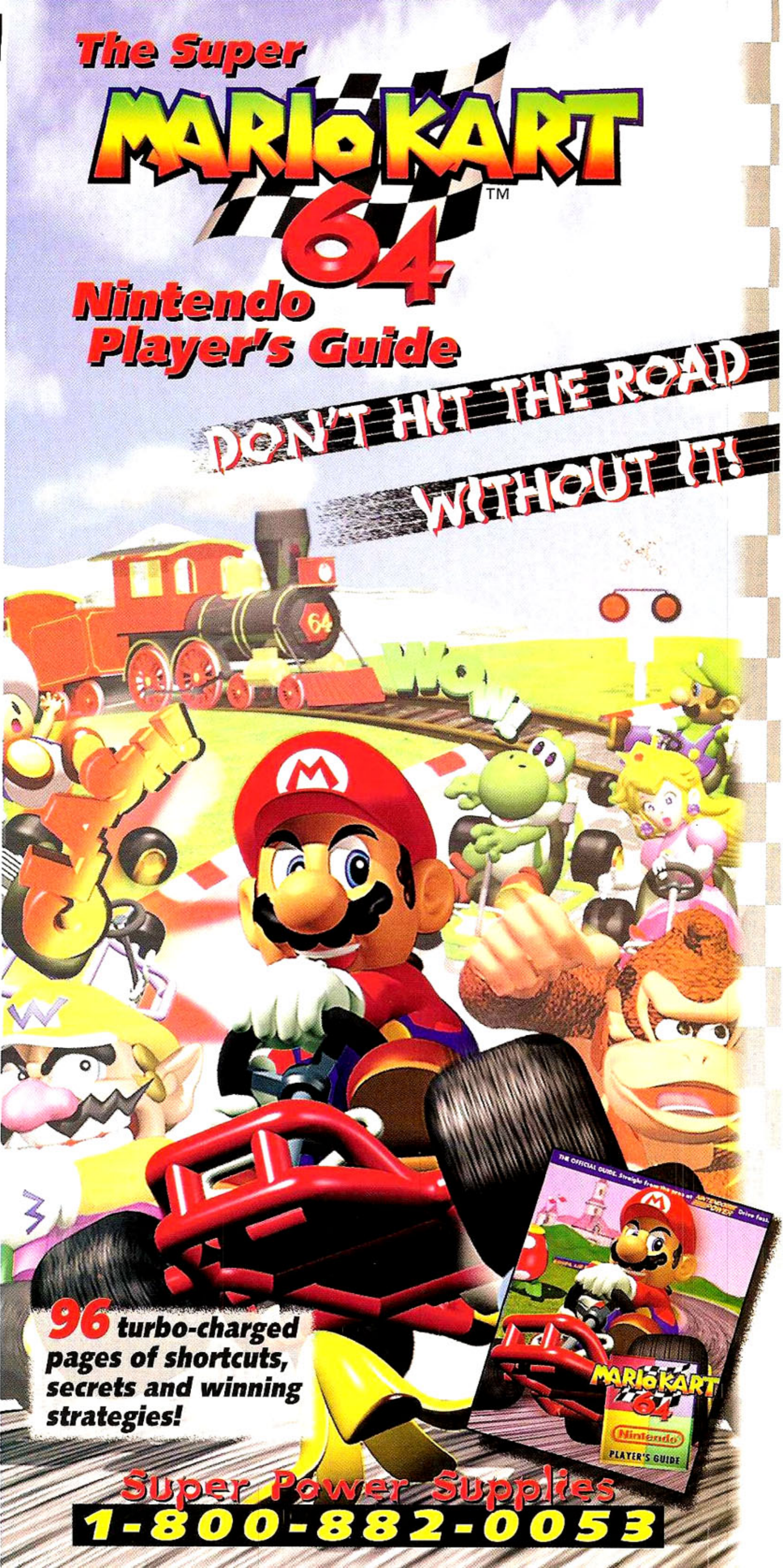

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